



"Blank-Eyed Girl"

1034-220

Final Board

Date 06/03/15

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board 06/03/15
- ☐ Design Board
- ☐ Final Board

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Supervising Director  
Elizabeth Ito

Storyboard by  
Seo Kim &  
Somvilay Xayaphone

Animation Studio  
RDK

JUL 07 2015

1034/220

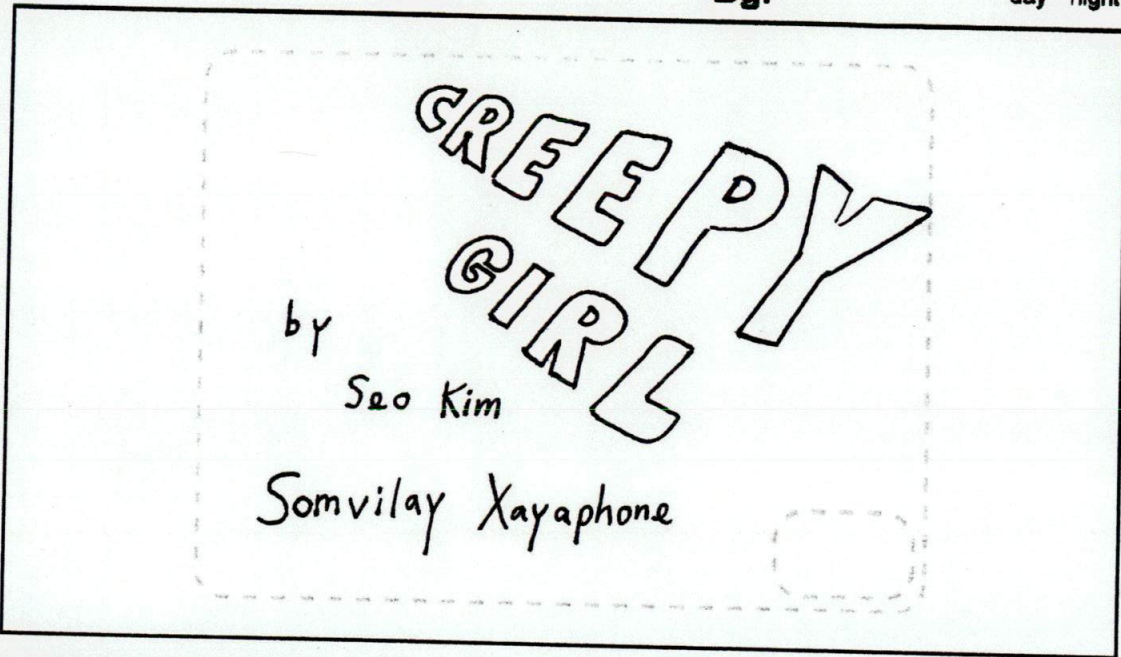
1034/220



# ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. 01 Pnl. A Bg. day night



Dialog:

S: (o.s.) WELCOME BACK TO "Graveyard Shift."  
I'm your host, Starchy!

Action:

- Pizza Sassy's.  
(BG from JAMES BAXTER THE HORSE)

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Timing:

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# ADVENTURE TIME



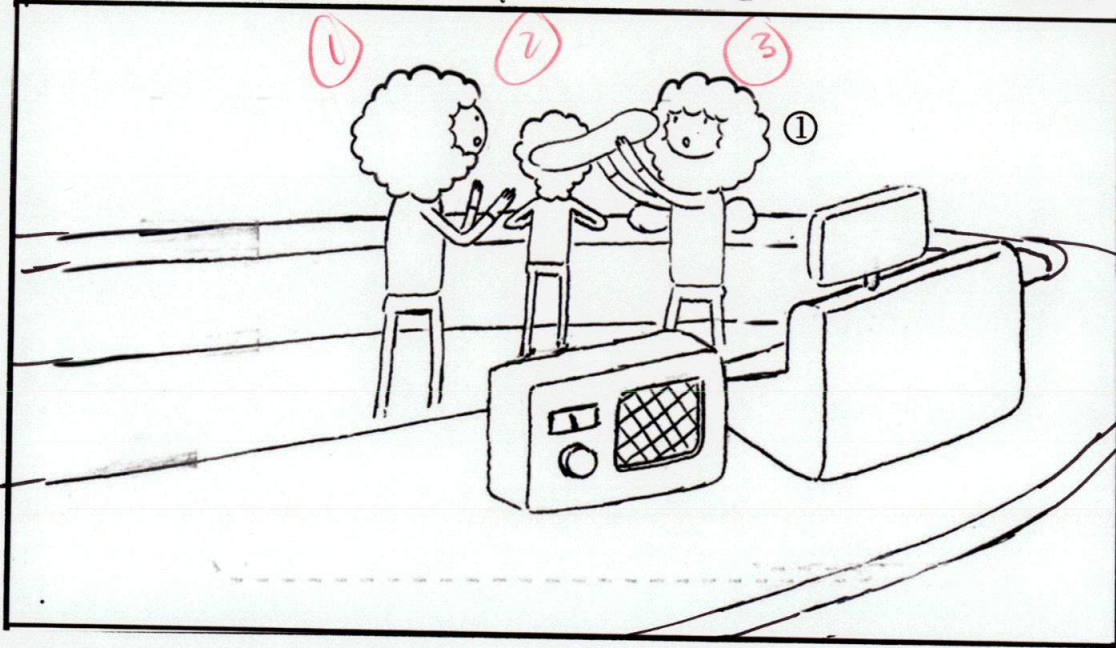
Page 02

Sc. 02

Pnl. A

Bg.

day night

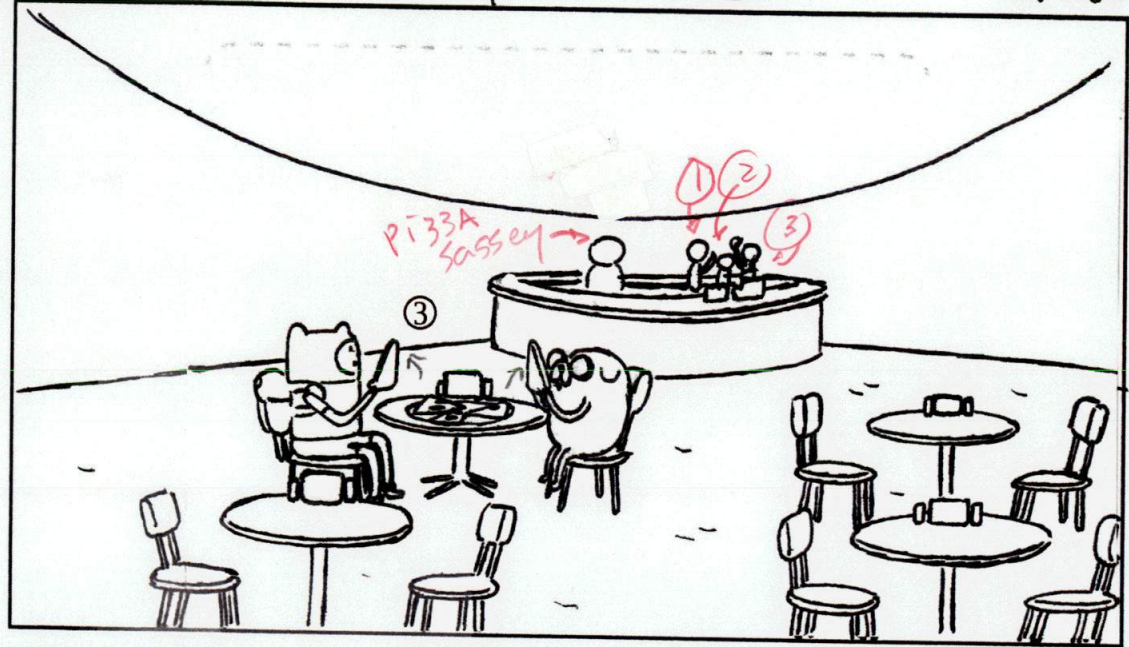


Sc. 03

Pnl. A

Bg.

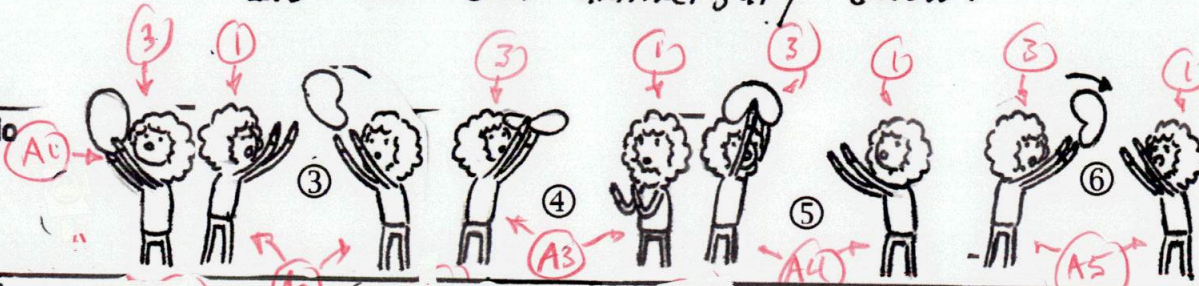
day night



Dialog:

S: (o.s.) You know what today is, everybody?  
It's our 5th anniversary show.

Action



Timing:

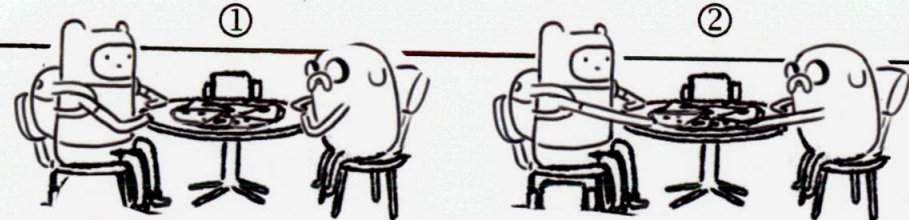
- twirling dough in air.
- passing dough back and forth.

S: (u)

SO MANY THINGS HAVE HAPPENED IN THAT TIME. I SWITCHED FROM DRINKING RAIN WATER TO EATING DISTILLED ICE CHIPS, I TOOK UP ROCK CLIMBING, MY WIFE LEFT ME...

- F+J LIFT UP THEIR PIZZA SLICES.

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# ADVENTURE TIME



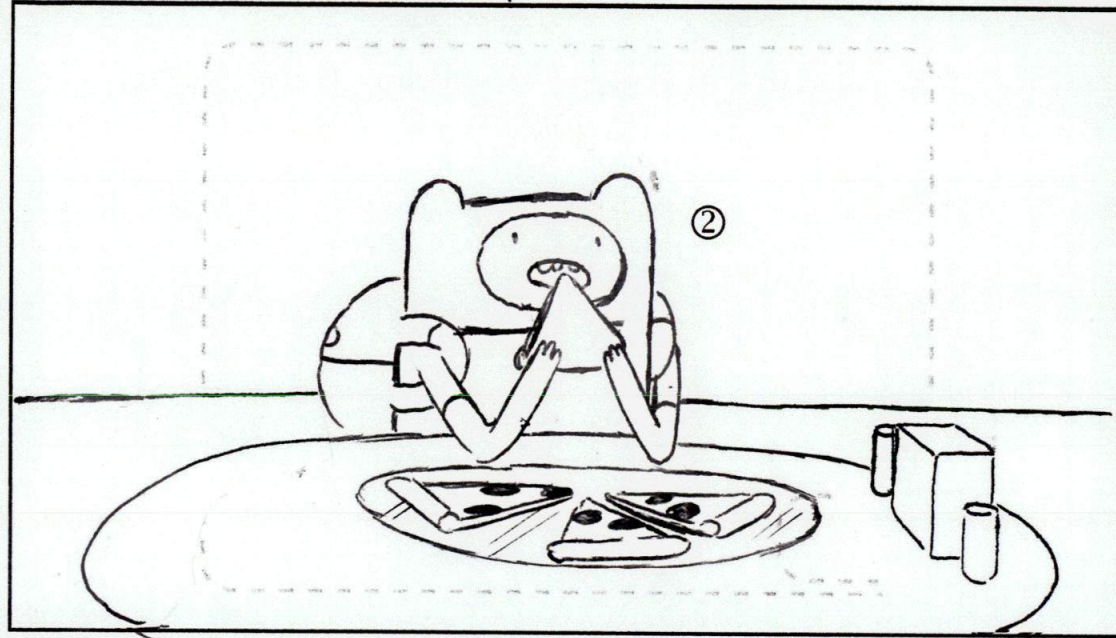
Page 03  
3A NEW  
day night

Sc. 04

Pnl. A

Bg.

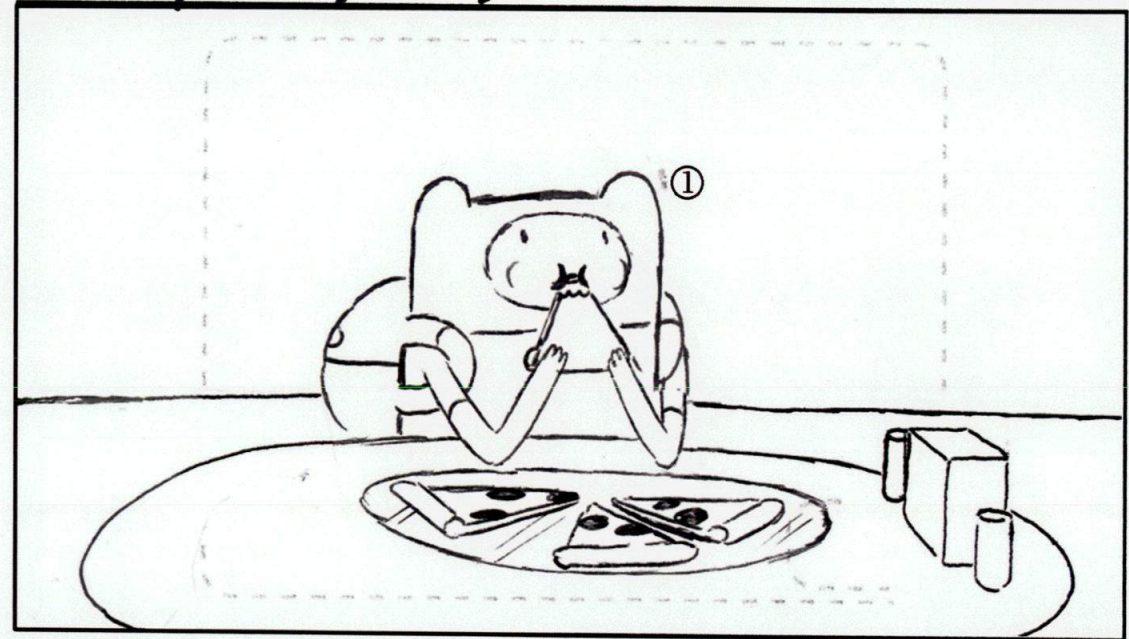
day night



Sc. 04

4 CONT Pnl. B

Bg.

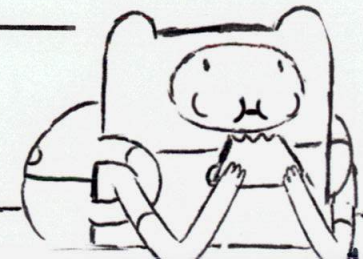
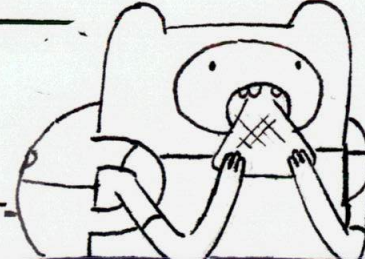
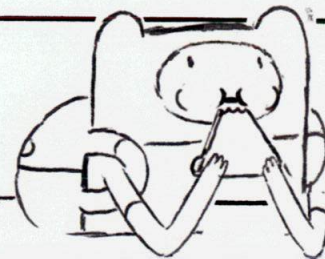


Dialog:

is (0%) AND ALL NEW Conspiracies!!

Action:

Timing:



- FINN MUNCHES  
ON A SLICE OF PIZZA

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# ADVENTURE TIME

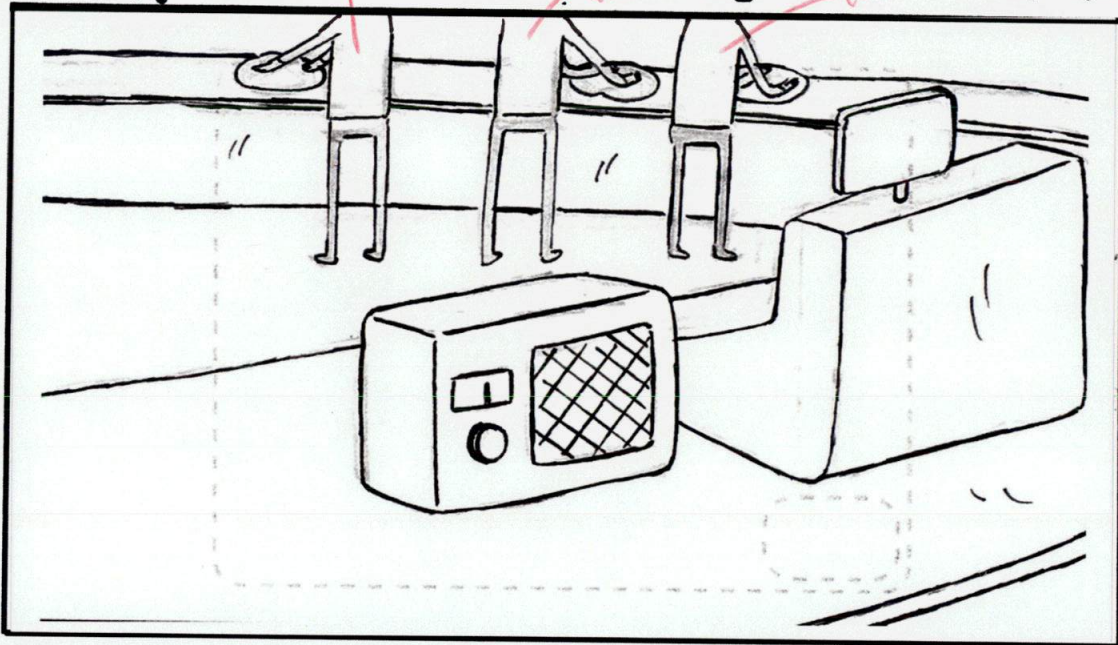


Sc. 04 **A**

Pnl. A

Bg.

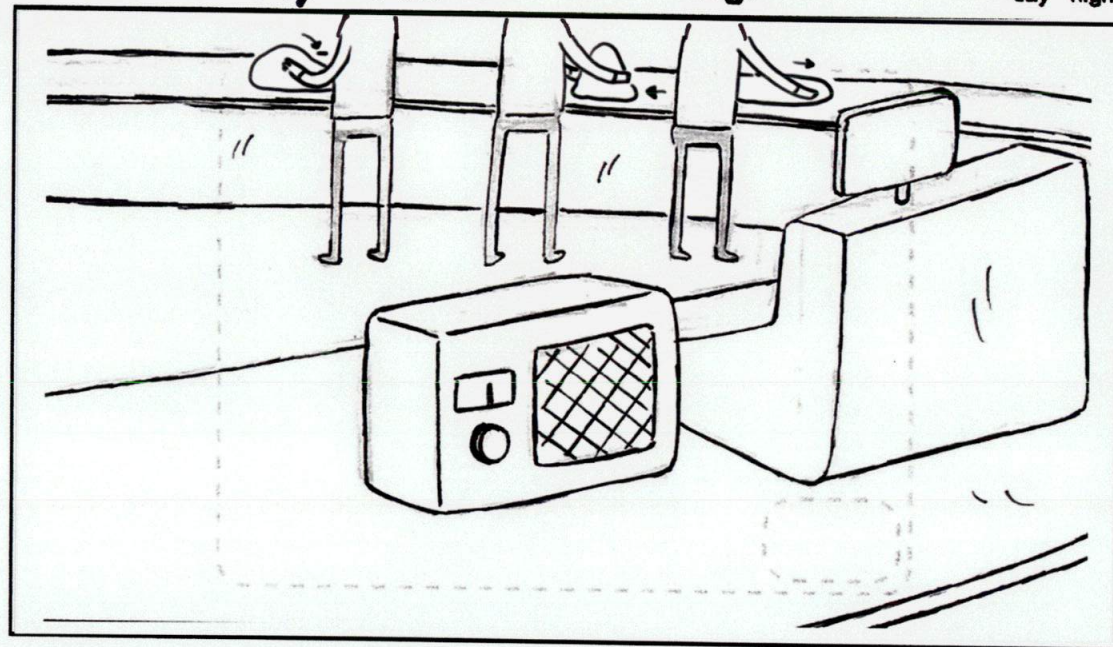
day night



Sc. 04A **CONT**

Pnl. B

Bg.



Page 03A

**NEXT**  
day night

Dialog:

S: (o.s.) I'll tell you  
some! I FIRMLY BELIEVE THAT ALL chocolate  
has been replaced by mud

Action:

Timing:

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# ADVENTURE TIME

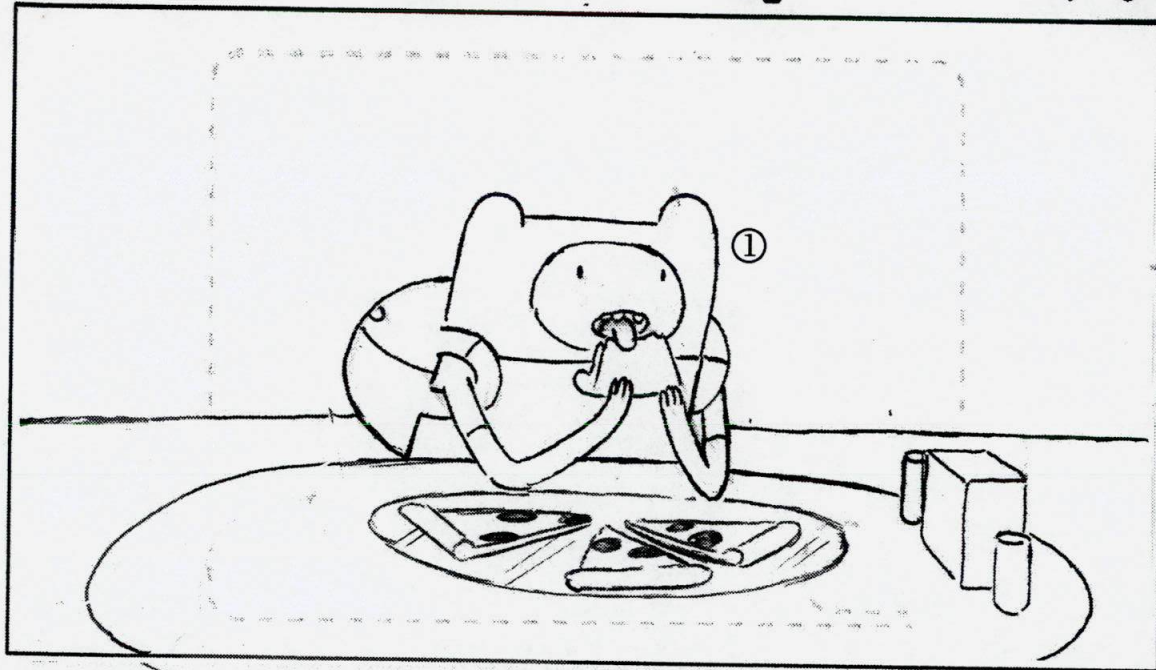


Sc. 04B

Pnl. A

Bg.

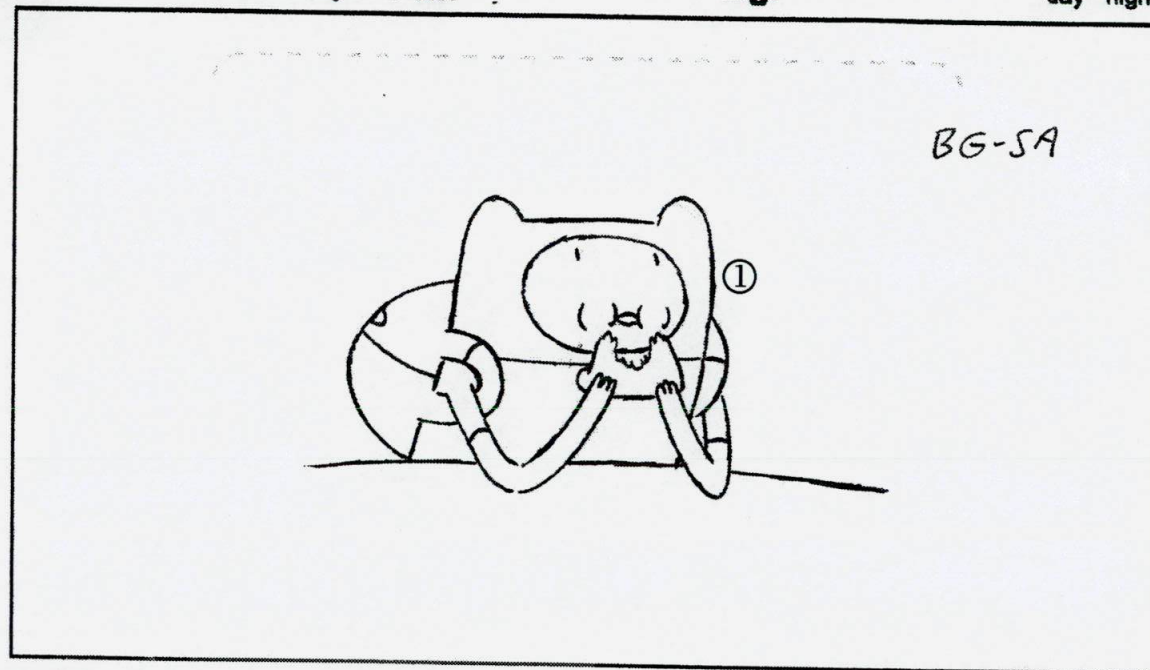
day night



Sc. 04B *cont* Pnl. B

Bg.

day night

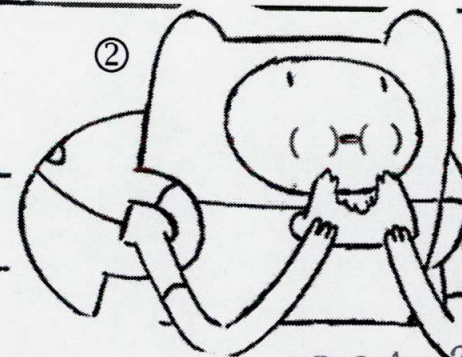


Dialog:

*S: (o.s.) AND Why is the burrito man giving away free burritos?!*

Action:

Timing:



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# ADVENTURE TIME



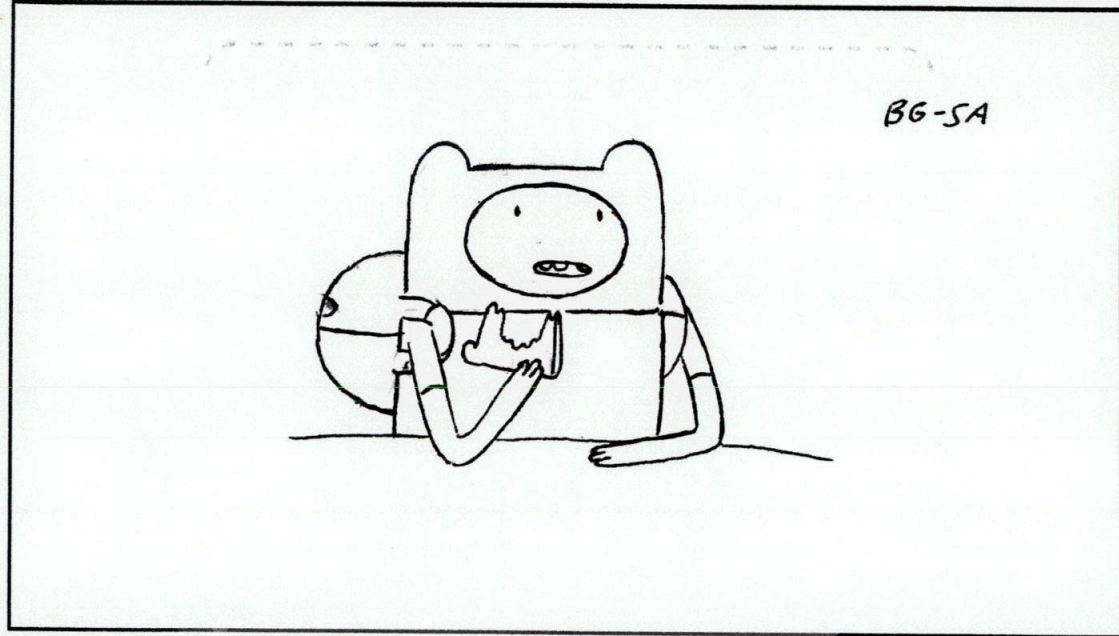
Page 05

Sc. 04B CONT

Pnl. C

Bg.

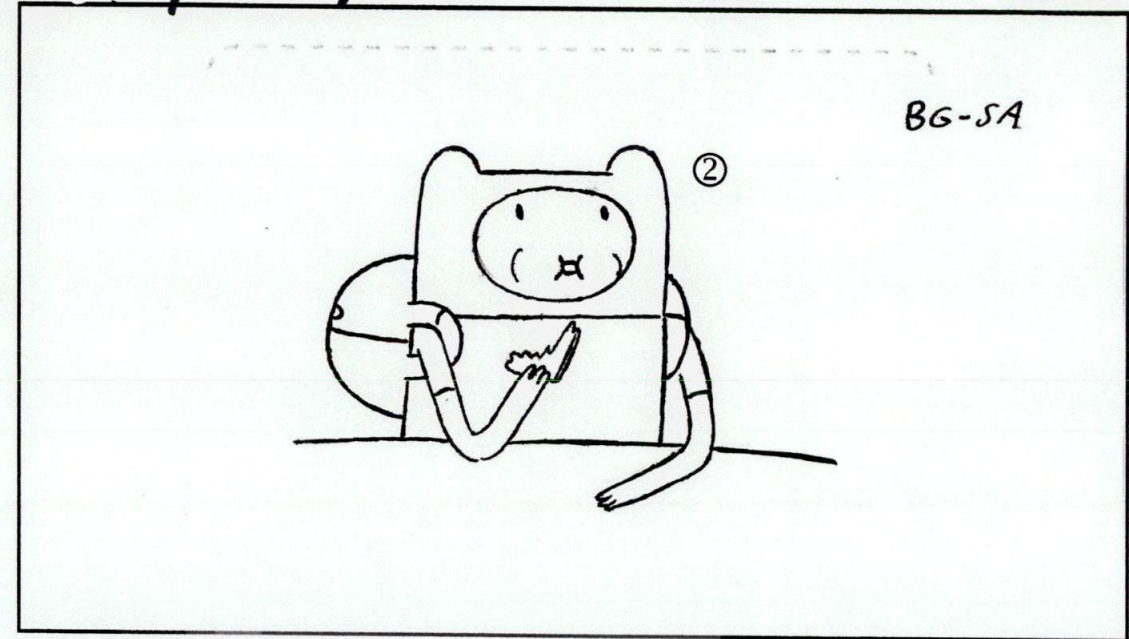
day night



Sc. 4B CONT Pnl. D

Bg.

day night

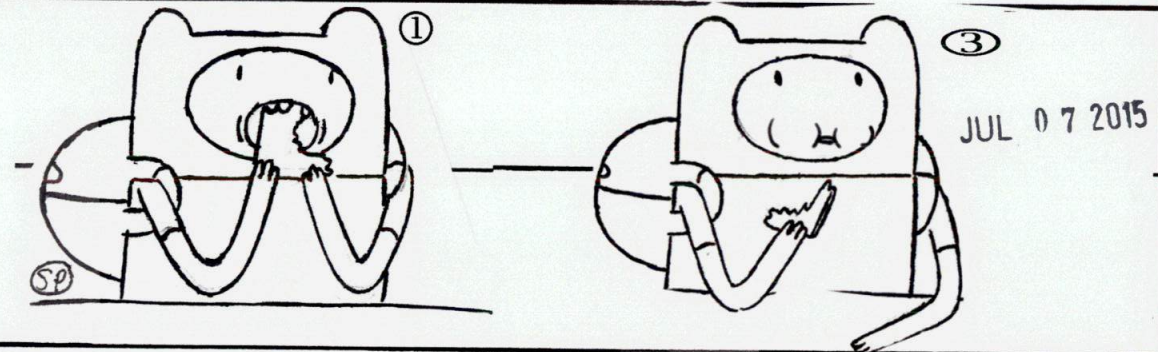


Dialog:

S: (O.S) Conspiracy! He's an amateur mad scientist...

Action:

Timing:



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# ADVENTURE TIME



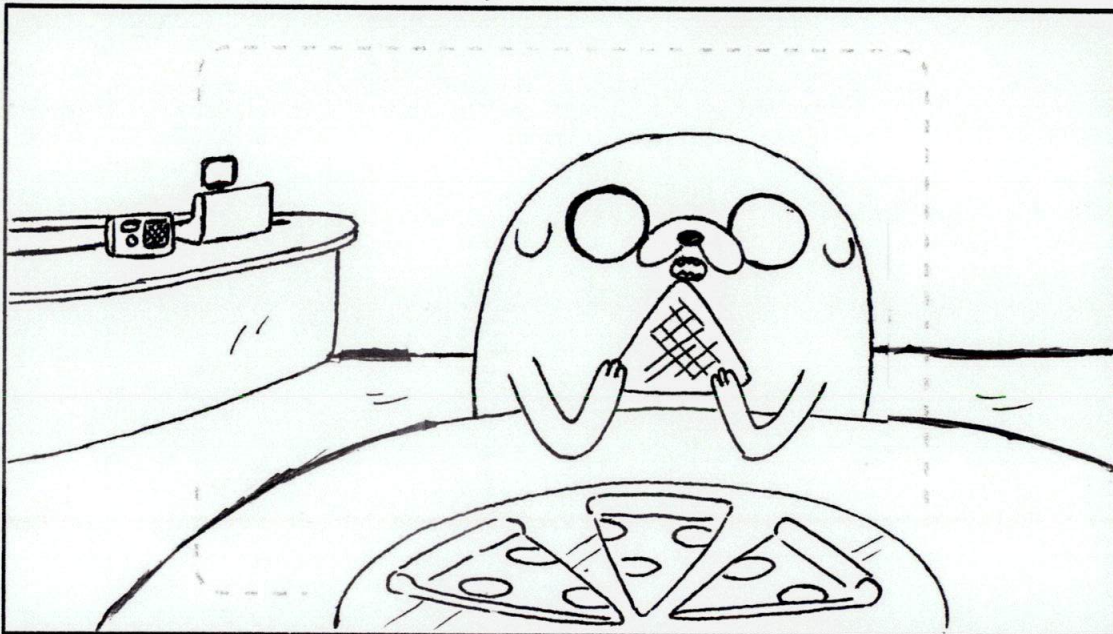
Page 06  
NO PG-7  
day night

Sc. 05

Pnl. A

Bg.

day night

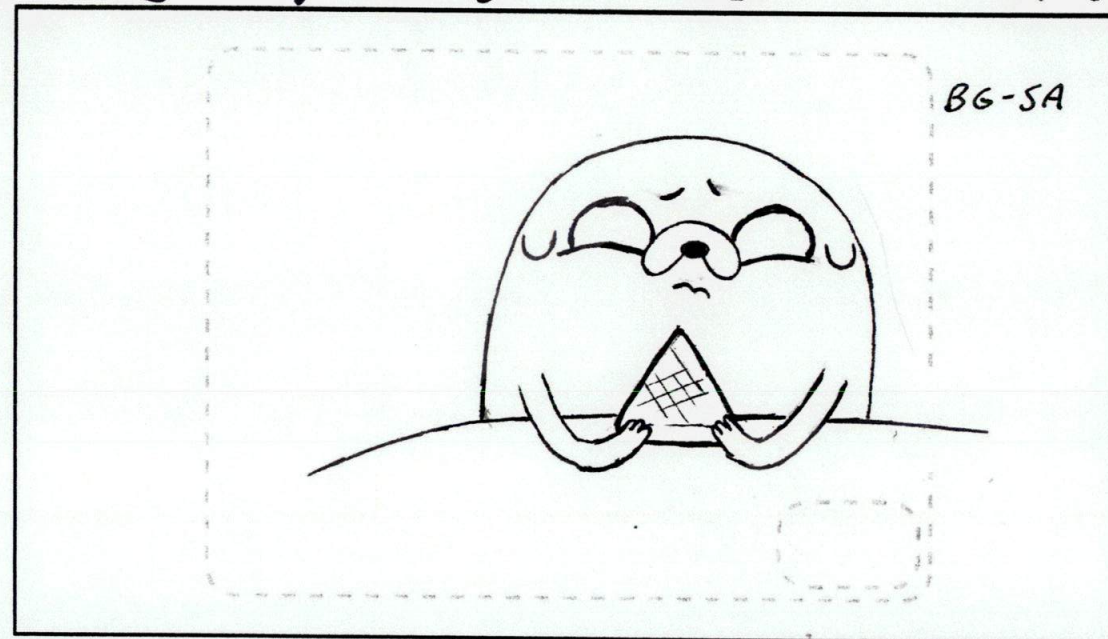


Sc.

5 CONT

Pnl. B

Bg.



Dialog:

S: (0/5)

...trying to genetically change us into tortillas!

① HRMM...

Action:

- J. LISTENS, HOLDING THE SLICE IN MID-AIR.

Jake is having hard time eating.

Timing:

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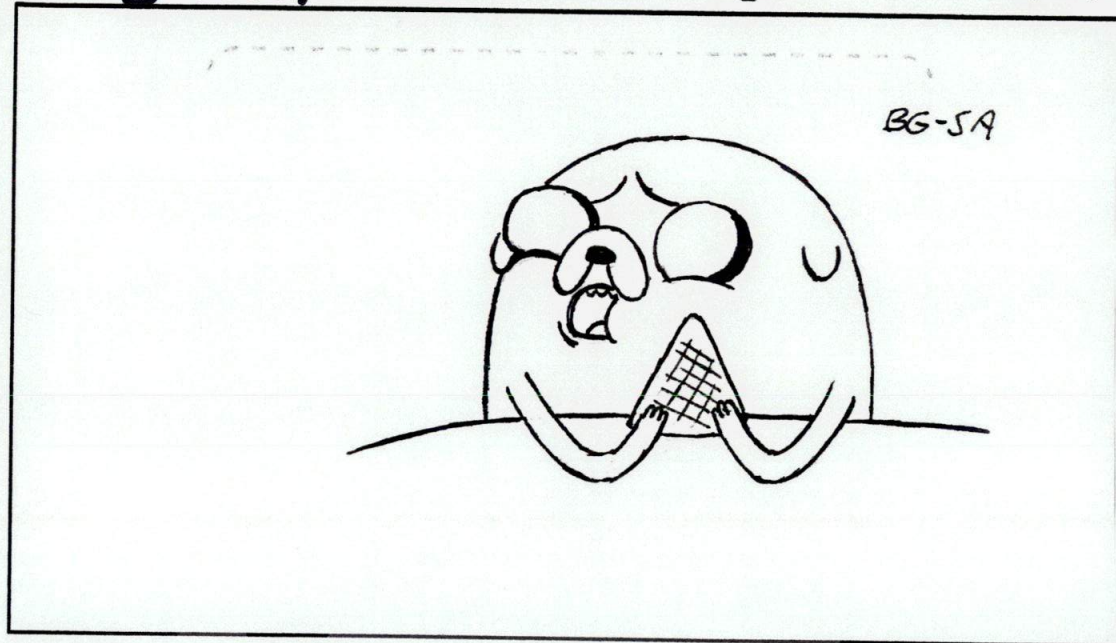
# ADVENTURE TIME



Sc. **05 CONT** Pnl. **C**

Bg.

day night

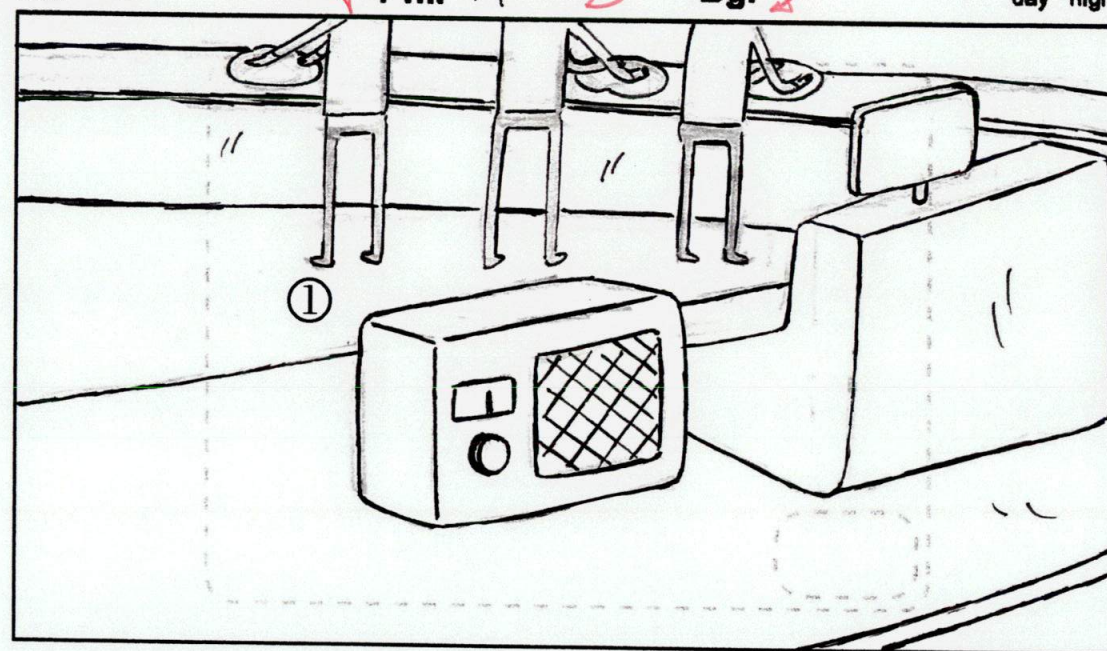


Sc. **06**

Pnl. **A**

Bg.

day night



Dialog:

① (small) DUDE, C'MON...

S: (9/5) WHEN WAS THE LAST TIME  
YOU SHARPENED YOUR PENCILS?

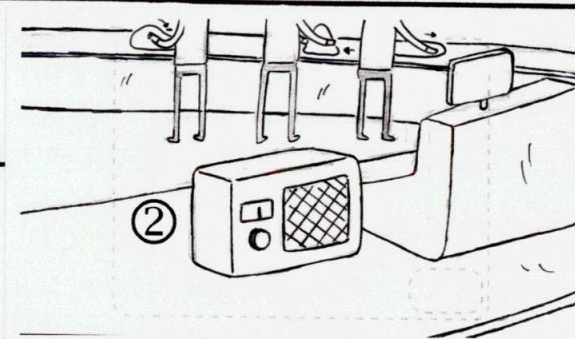
Action:

-J. LOOKS OVER AT RADIO,

-CU OF RADIO

-WORKERS KNEAD DOUGH IN BG

Timing:



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# ADVENTURE TIME



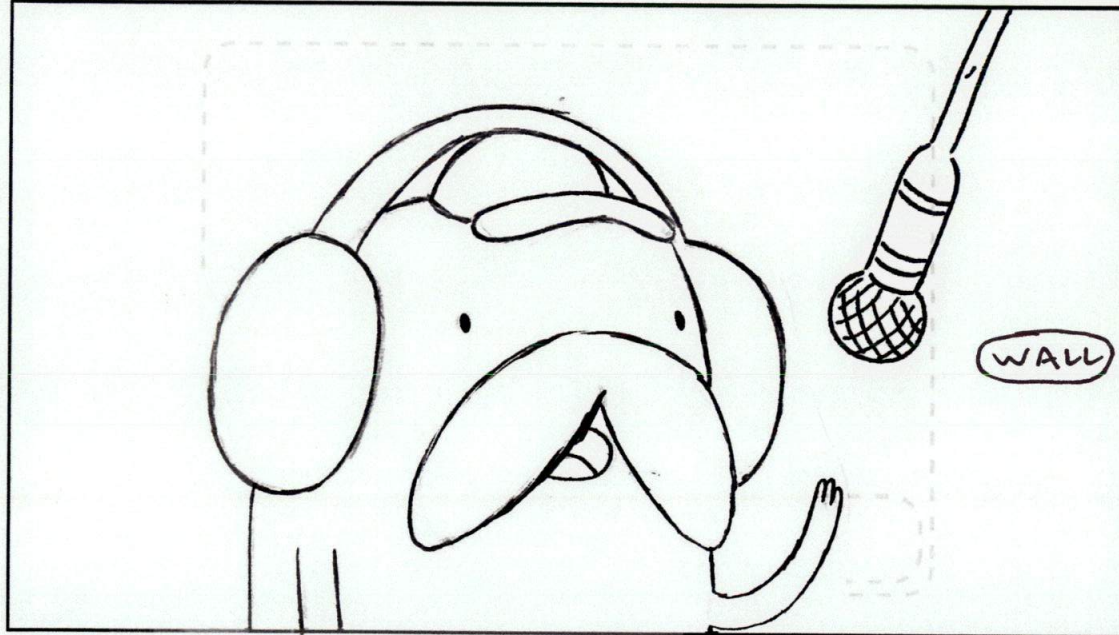
Page 09

Sc. 07

Pnl. A

Bg.

day night

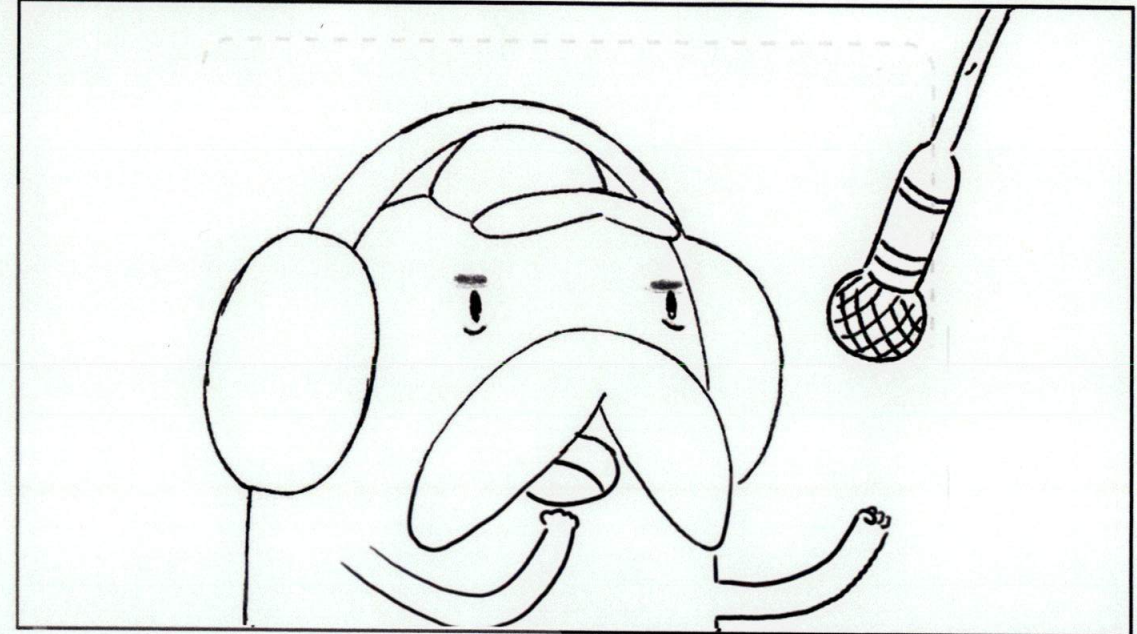


Sc. 07 CONT

Pnl. B

Bg.

day night



Dialog:

S: NEVER!! THEY'RE PENS PAINTED  
TO LOOK LIKE PENCILS.

S:

CONSPIRACY!

Action:

-CUT TO STARCHY IN HIS BROADCAST SHACK  
(JAKE THE BRICK)

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Timing:

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Production :

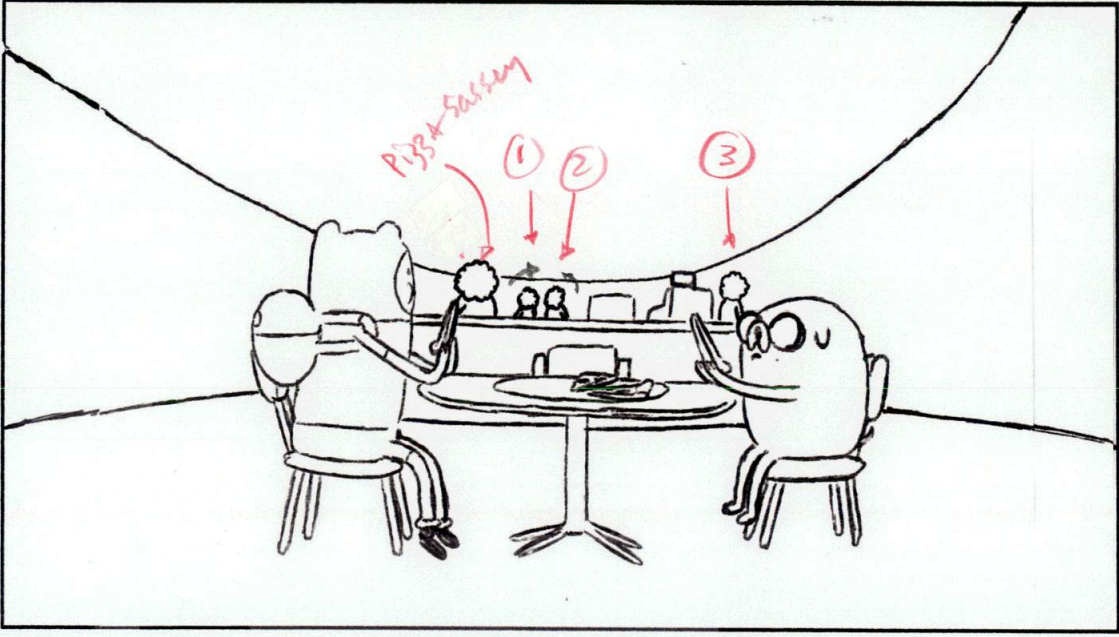
1034/220



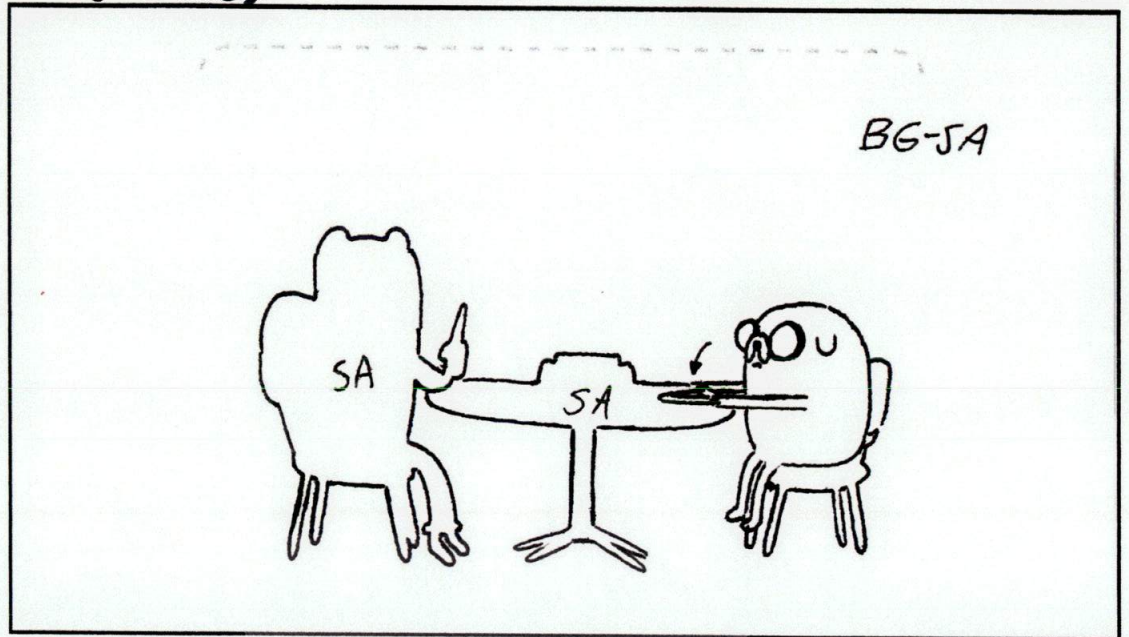
ADVENTURE TIME



Sc. 08 Pnl. A Bg. day night



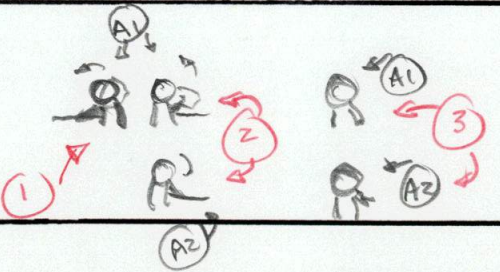
Sc. 08 cont Pnl. B Bg. day night



Dialog:

Action:

Timing:



S: (O/S) OKAY THE BOARD IS LIGHTING UP...

- Jake slowly puts down slice.

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Production :



# ADVENTURE TIME



Sc. 08 *CONT*

Pnl. C

Bg.

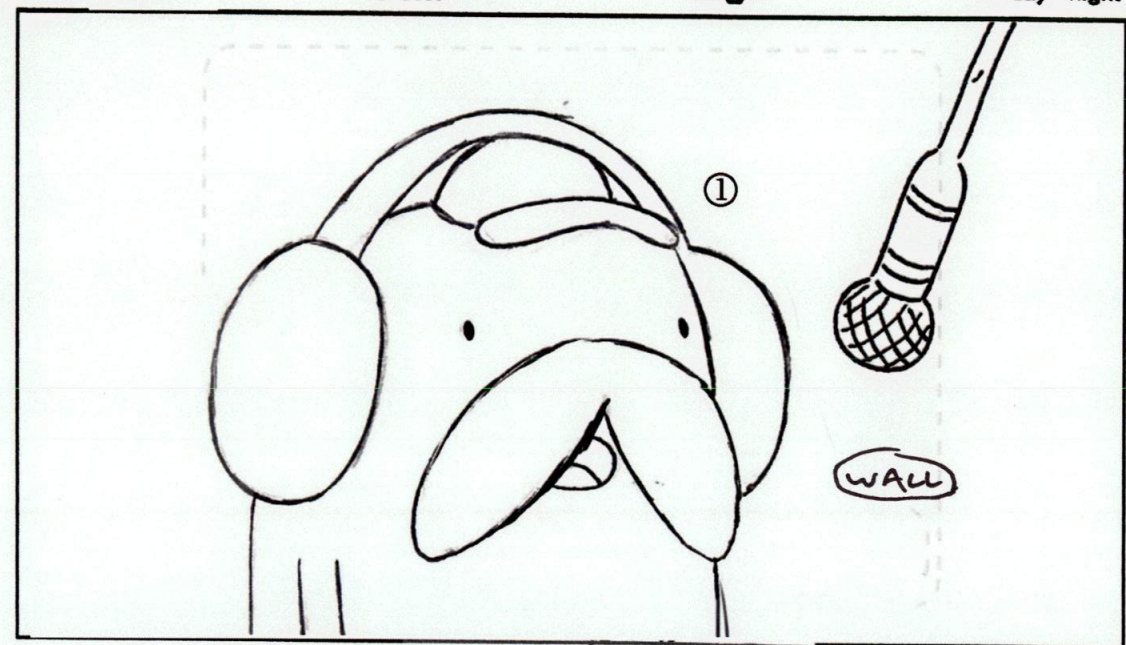
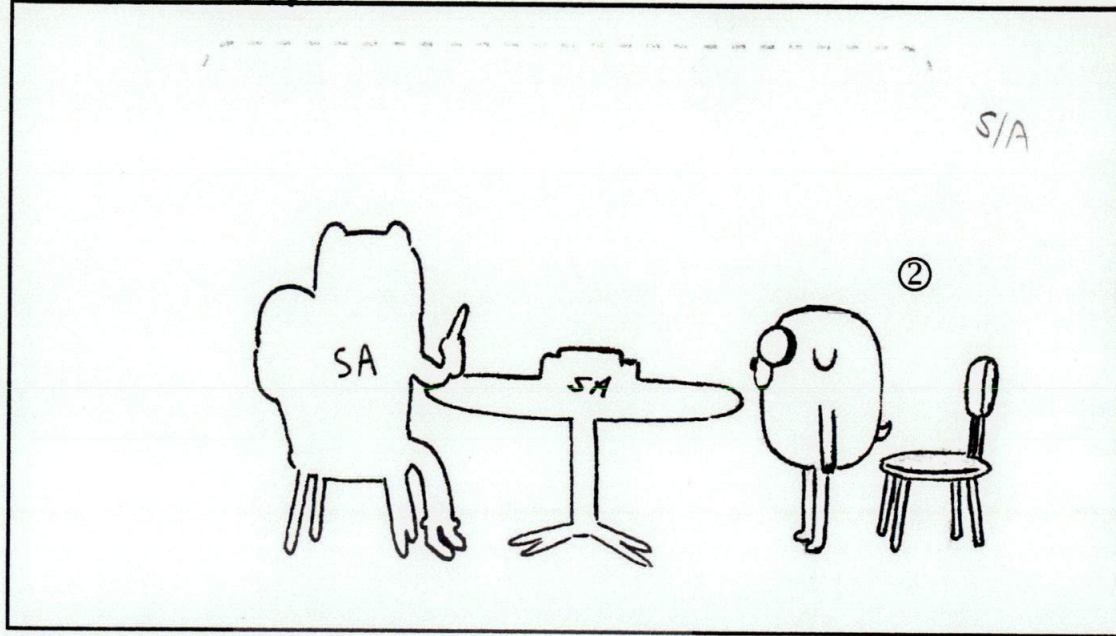
day night

Sc. 08A

Pnl. A

Bg.

Page 11  
*11A NEXT*  
day night



Dialog:

S: (O.S) We're going to a caller

S: You are on the air, caller

Banana Guard: I'm a banana guard

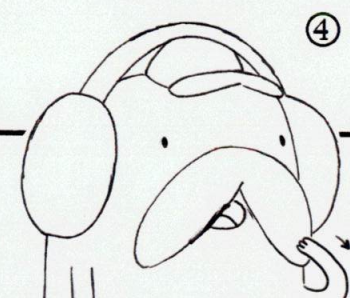
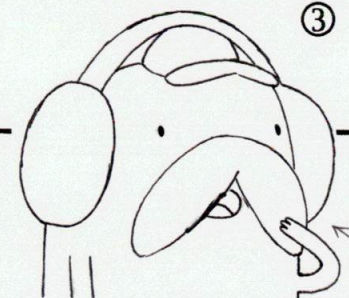
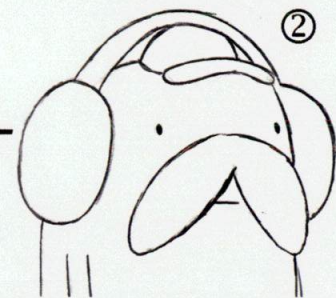
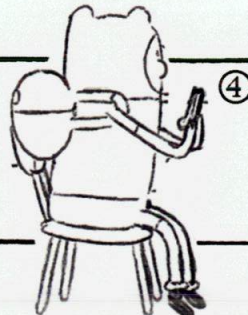
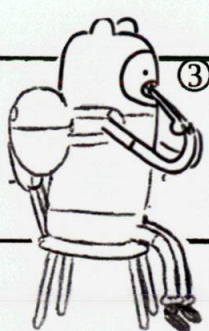
S: That's a good job to have

Action:

- J. STANDS UP.



Timing:



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Production :

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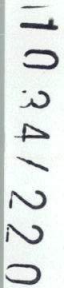
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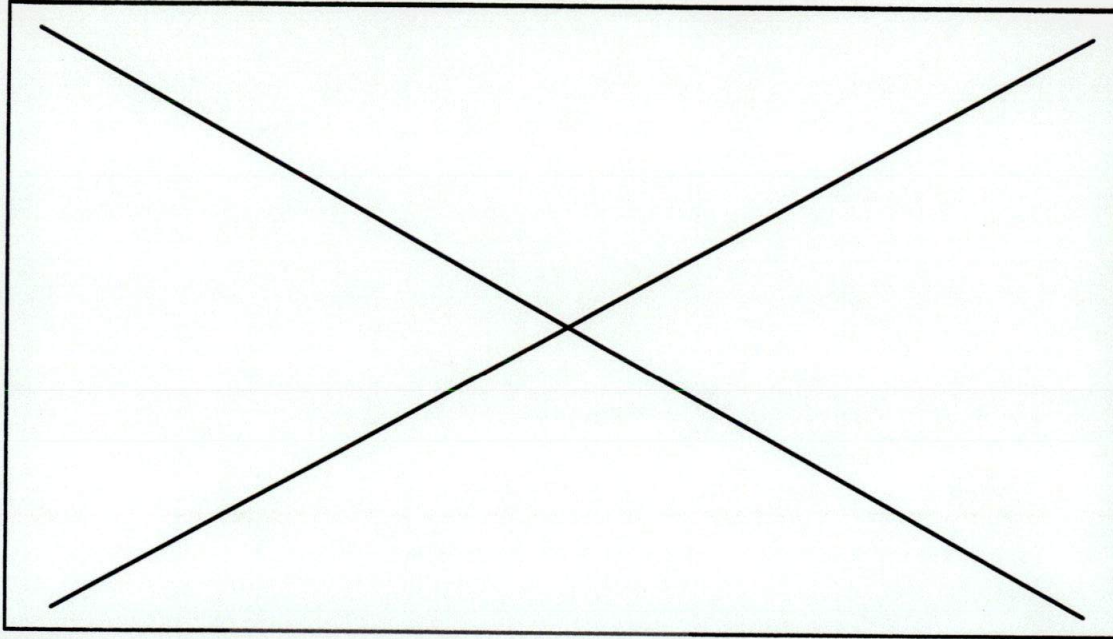
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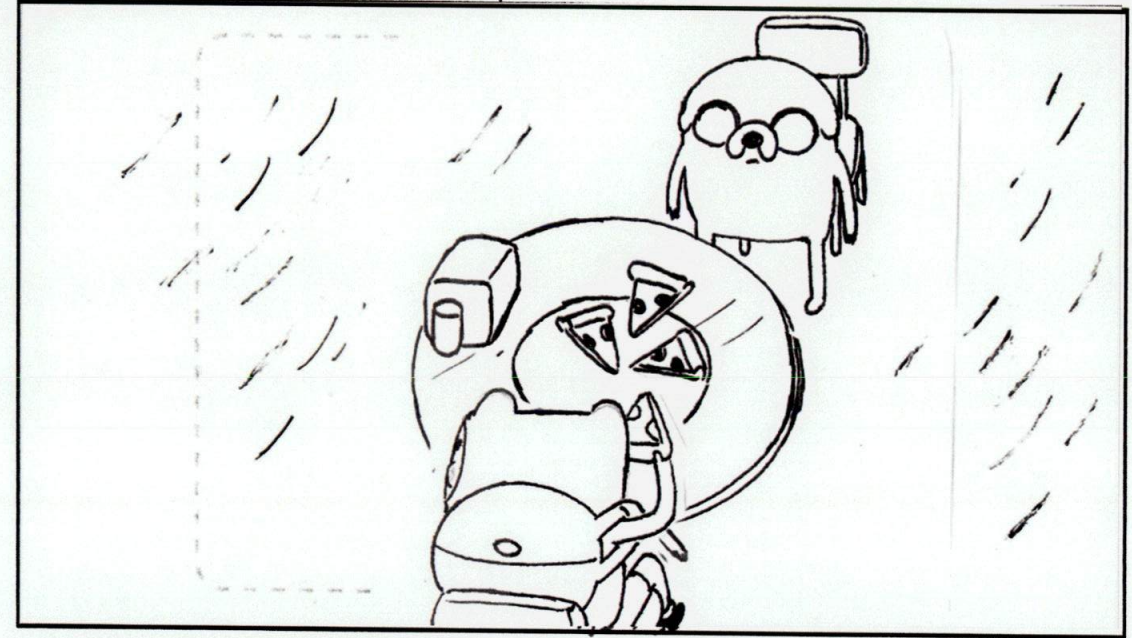


**day night**



Pnl. A

Page 11A  
**12NEXT**  
day night



BG: (o.s) Yeah, it's pretty good...

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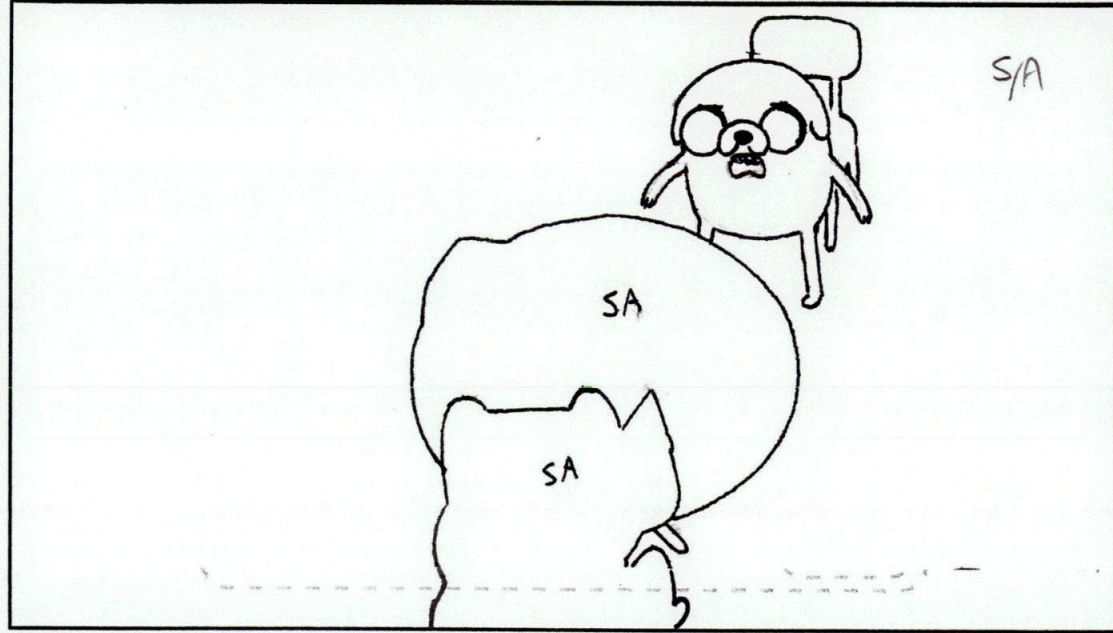


# ADVENTURE TIME

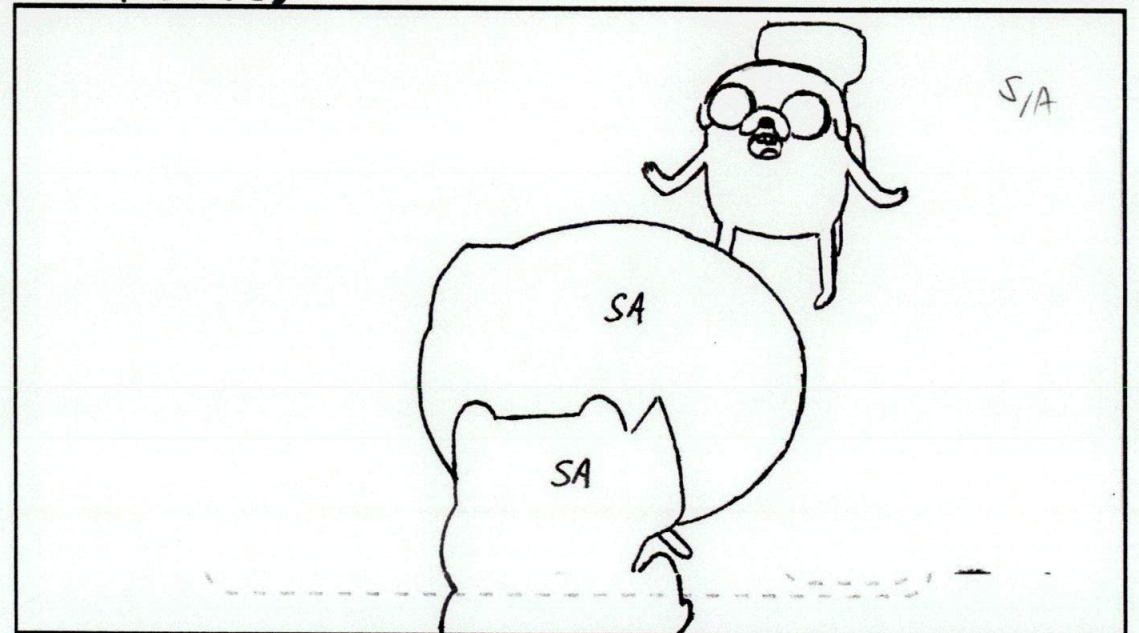


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Sc. 09 CONT Pnl. B Bg. day night



Sc. 09 CONT Pnl. C Bg. day night



Dialog:	<p>(9.)</p> <p>JAK: why do they have it tuned to this</p>	<p>J:</p> <p>everytime WE'RE HERE?</p>
Action:		
Timing:		

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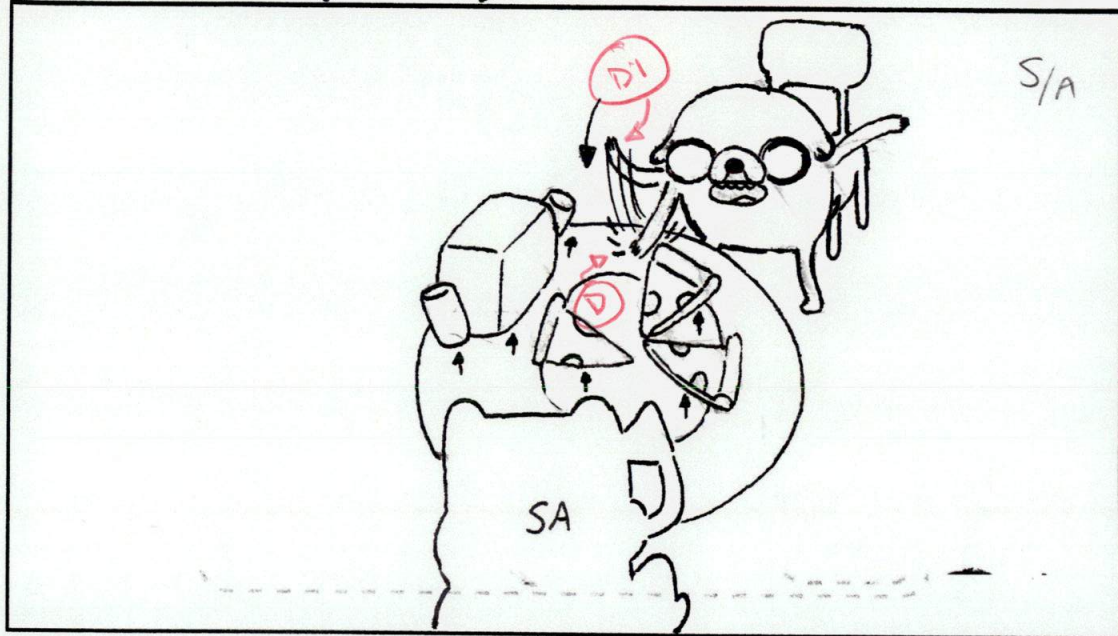


# ADVENTURE TIME

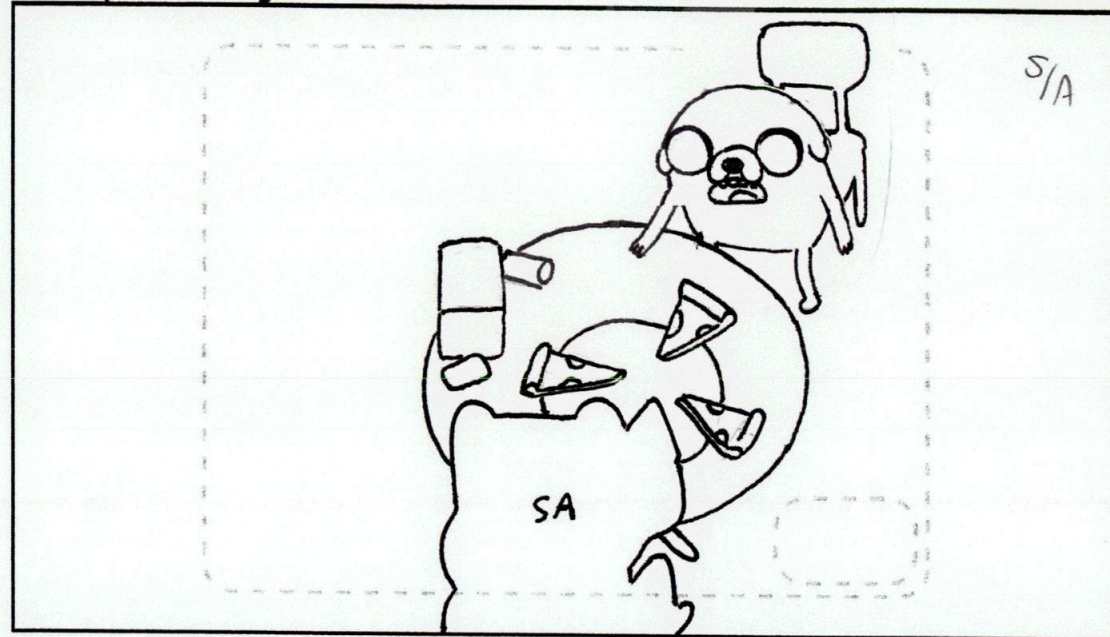


Page 13

Sc. 9 CONT Pnl. D Bg. day night



Sc. 9 CONT Pnl. E Bg. day night



Dialog:

SFX: \*WHAM!\* Jake: I call Baloney

Action:

Jake hits table.

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Timing:

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Production :

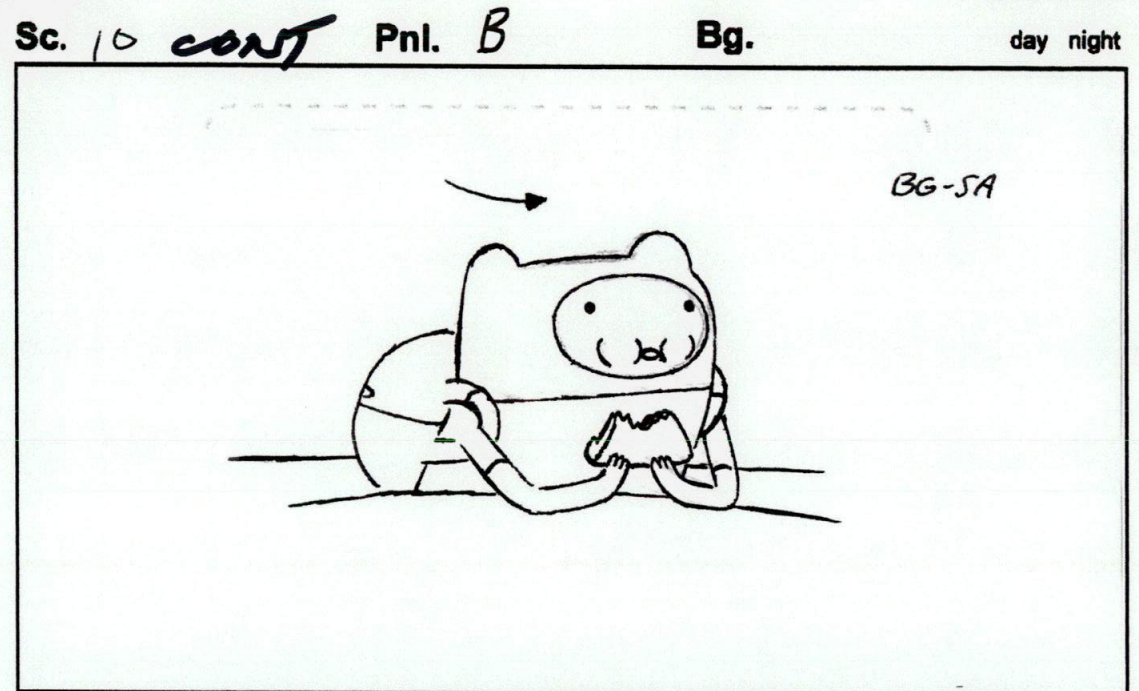
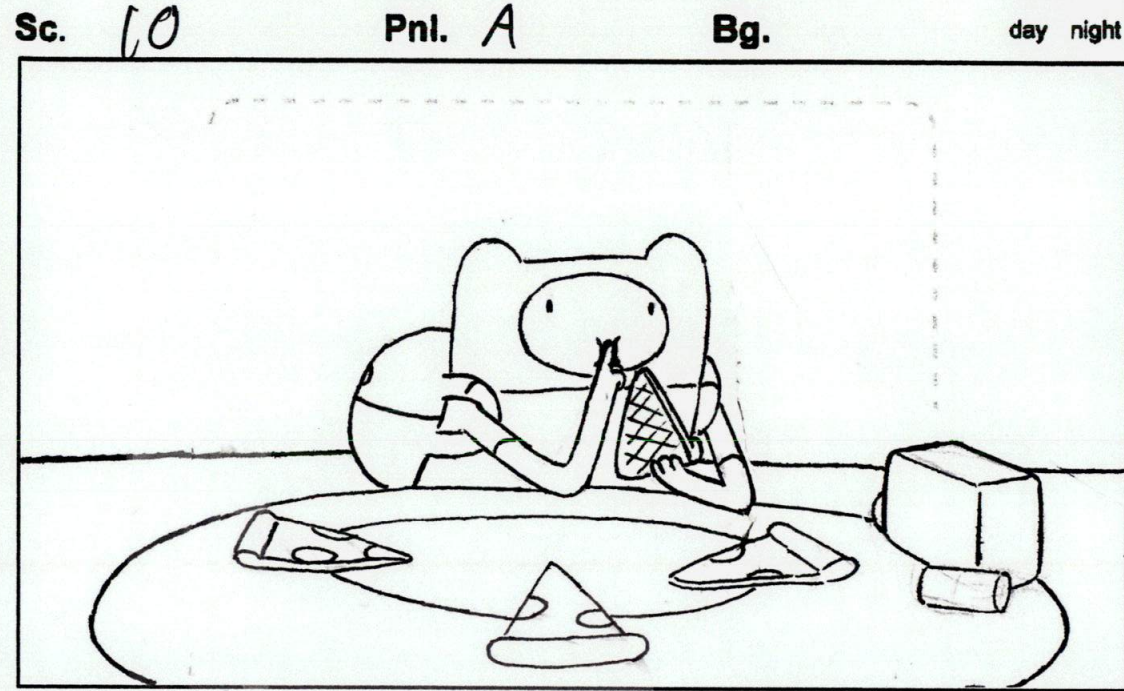
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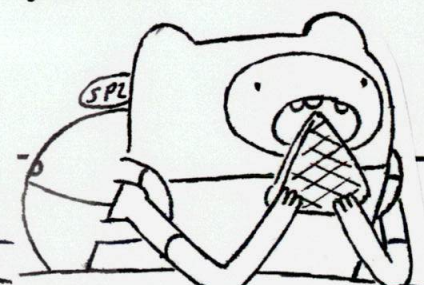
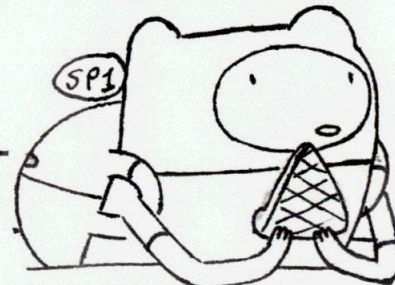
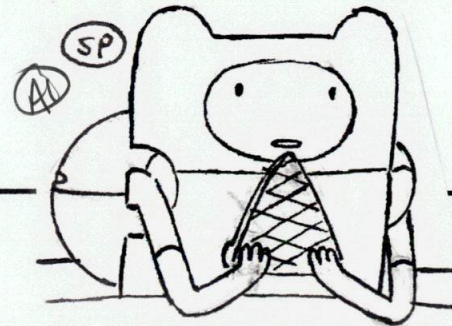
Page 14



Dialog: F: Shhh...

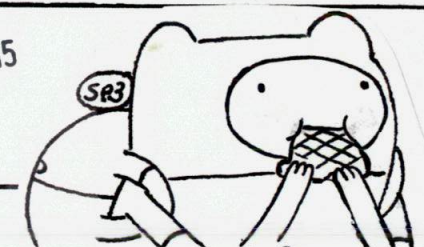
F: I'm trying to listen to the frightened caller.

Action:



Timing:

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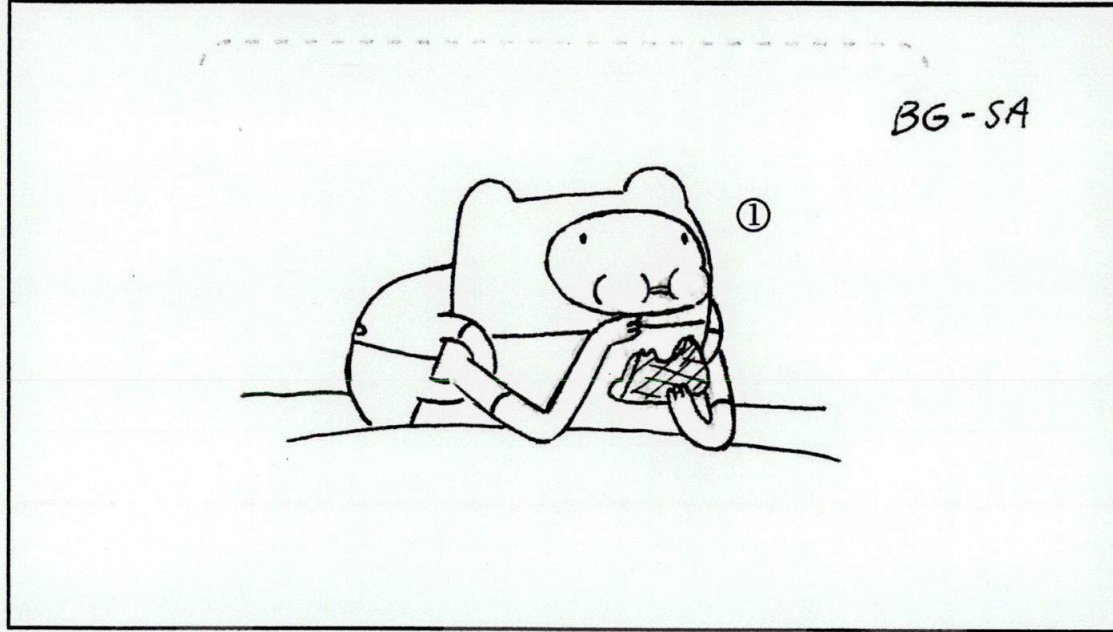


# ADVENTURE TIME

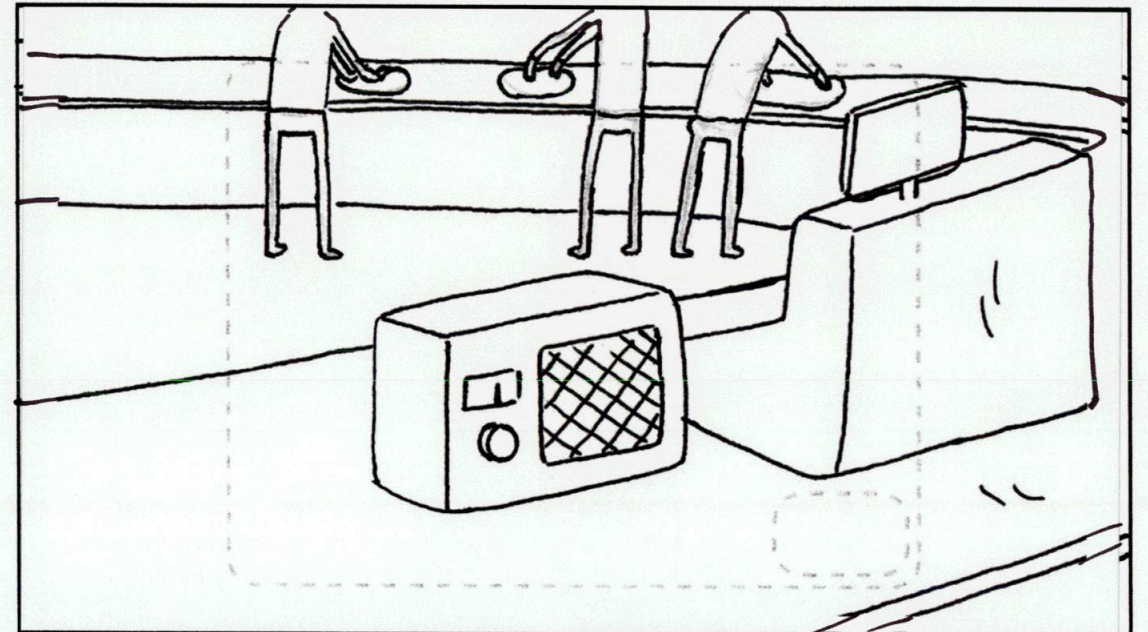


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Sc. 10 *cont* Pnl. C Bg. day night



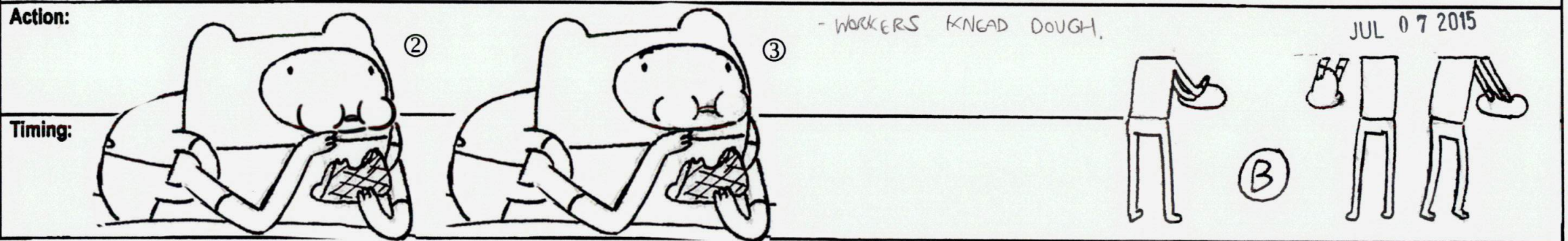
Sc. 11 Pnl. A Bg. day night



Dialog: BG: (o.s.) SO I THINK I MIGHT HAVE SEEN something not from this world...

S: (o/s) Go ahead caller.

(BG) (o/s) IT HAPPENED LAST SUNDAY ...



Timing:

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Production :

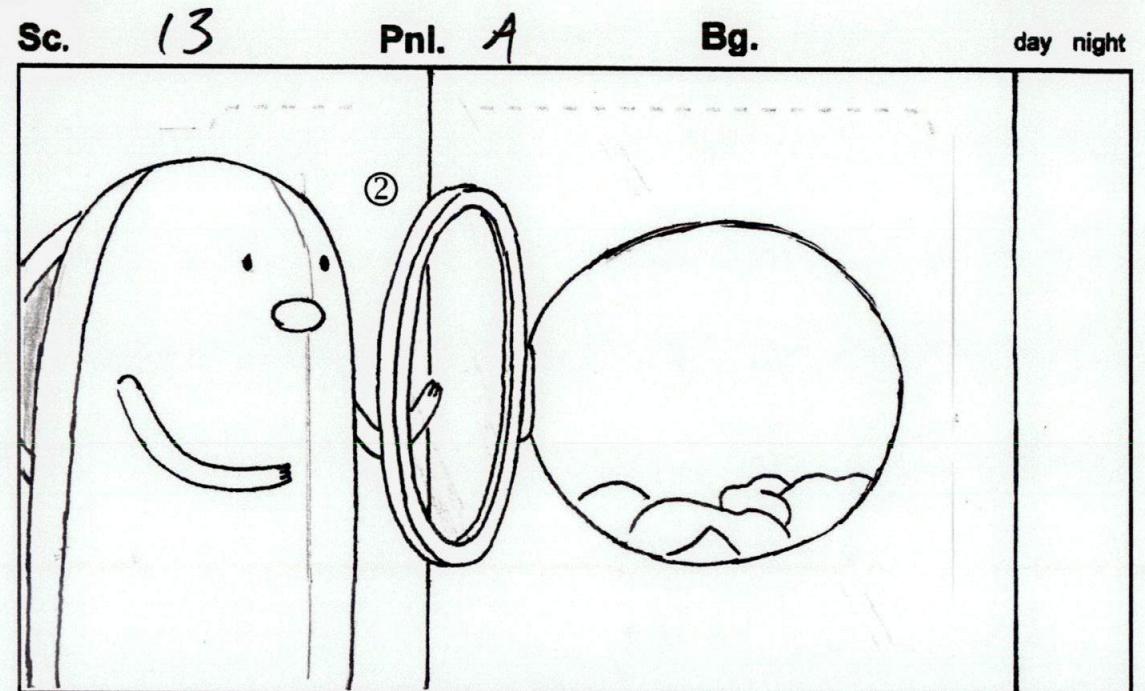
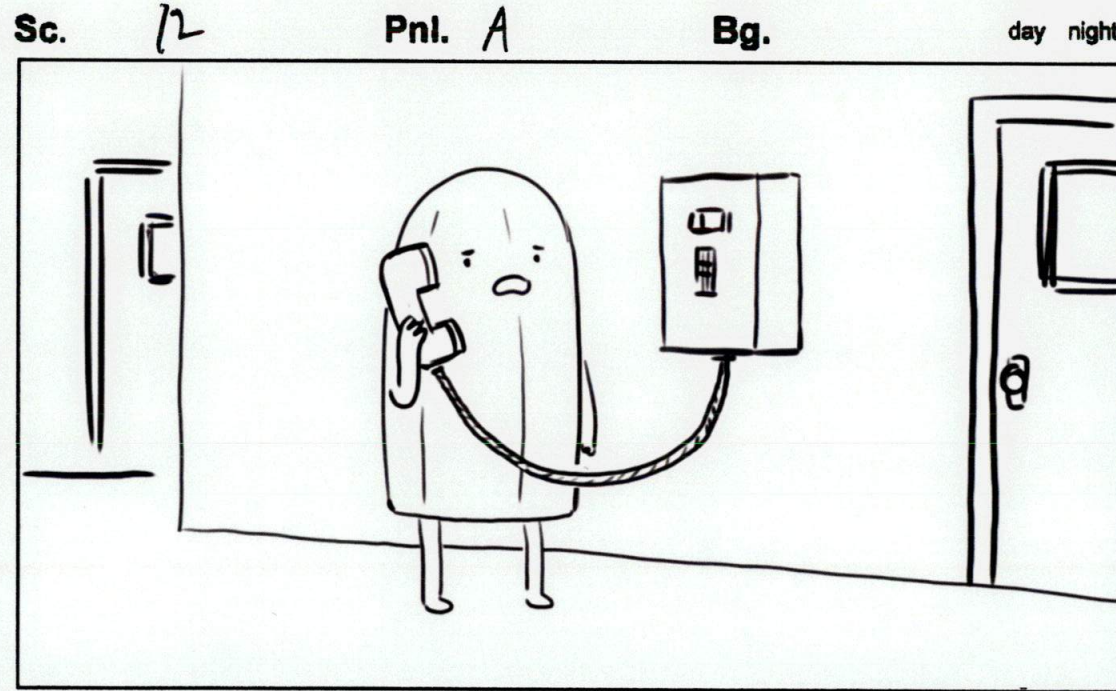
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# ADVENTURE TIME



Page 16



**Dialog:** BG: I was doing my laundry at the mat...  
- FLASH

**Action:** - FLASHBACK TO LAUNDROMAT.

**Timing:**

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 13 *CONT* Pnl. B Bg. day night

**Dialog:** BG: (v/o) When I saw a reflection of a girl.  
A girl WITH eerie blank eyes.

**Action:** - BG CLOSES DOOR OF WASHING MACHINE. Closes Doors ①

**Timing:** JUL 07 2015

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Production :

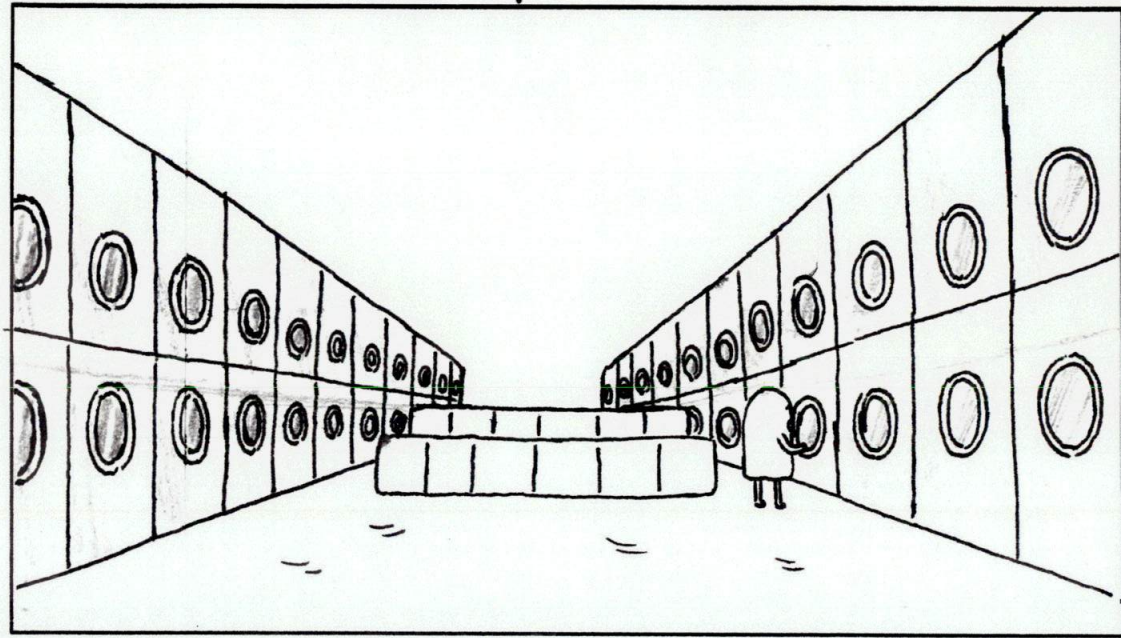
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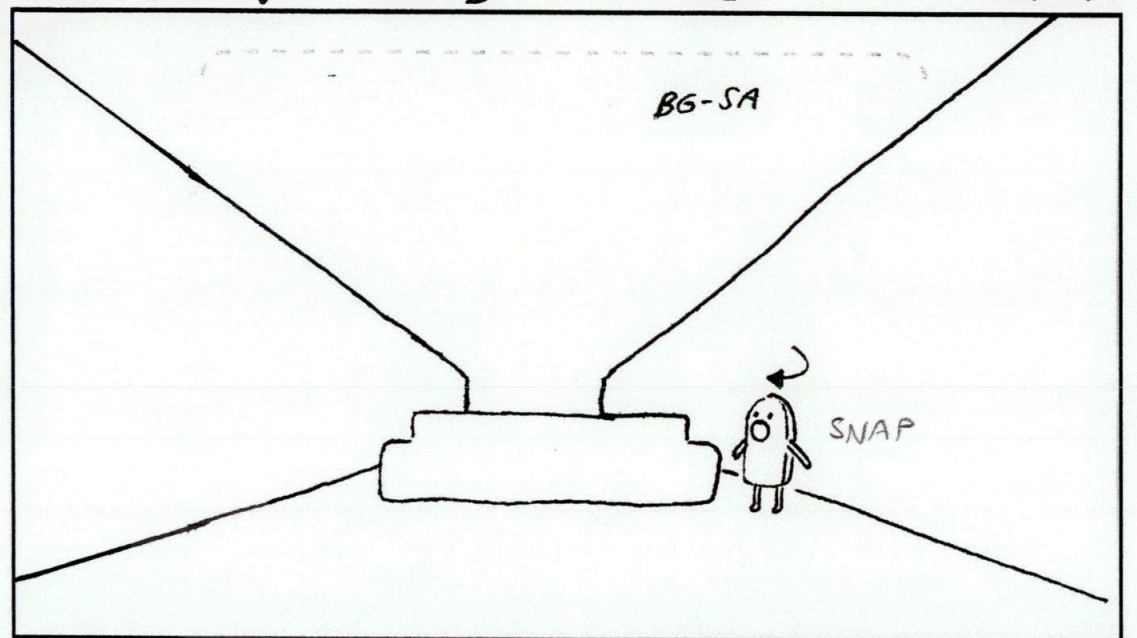
ADVENTURE TIME



Sc. 14 Pnl. A Bg. day night



Sc. 14 CONT Pnl. B Bg. day night



Dialog:	(BG) AH!	BG: (o.s.) I turned around.
Action:	-CUT WIDE TO SHOW EMPTY LAUNDROMAT	-BG SPINS AROUND.
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ADVENTURE TIME



Sc. 15

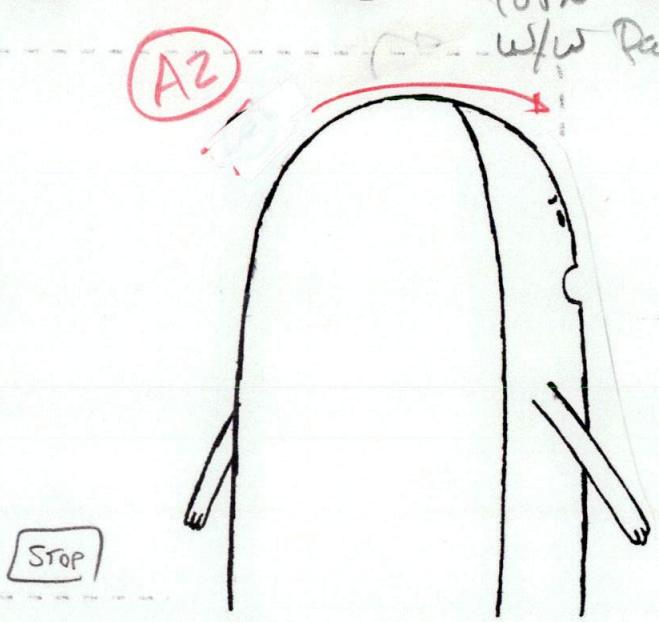
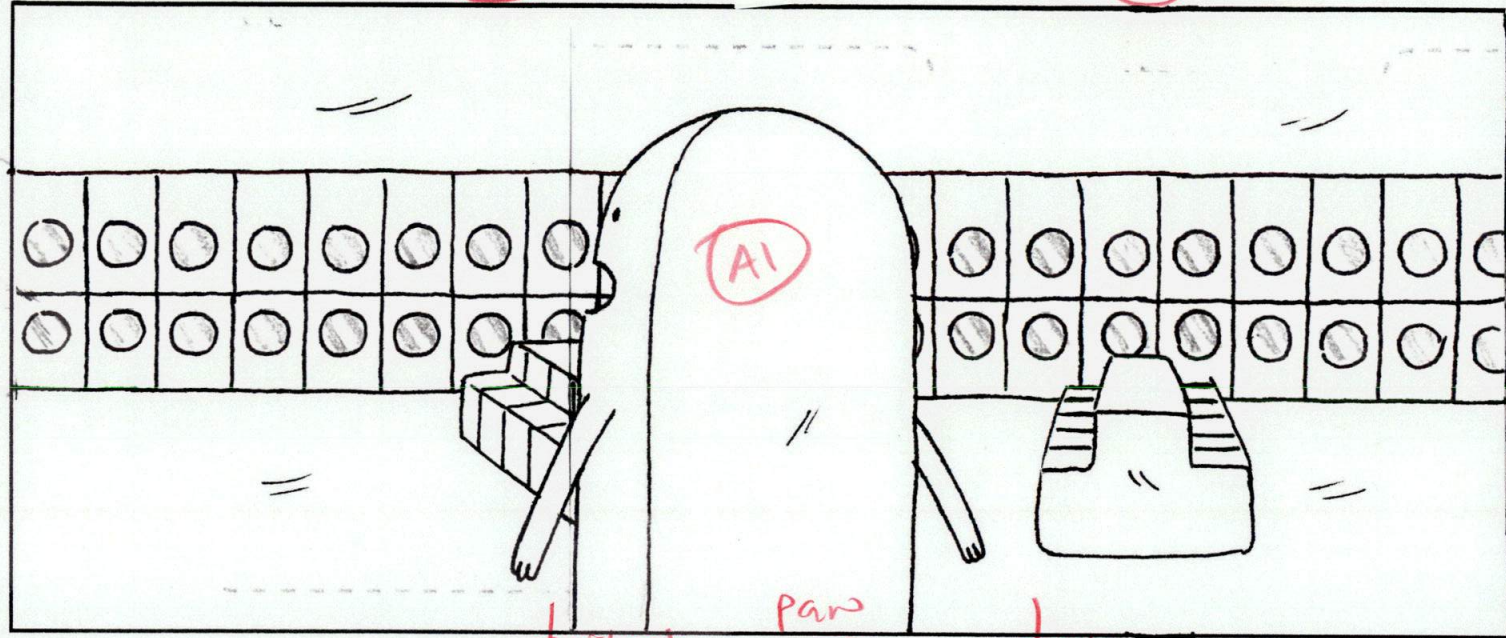
Pnl. A

B

Pnl.

Bg.

turn w/w Pan day night



Dialog: START

(BG) [ NERVOUS BREATHING ]

Action: - BG TURNS RIGHT  
- PAN W/ ACTION.

Timing:

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Production :

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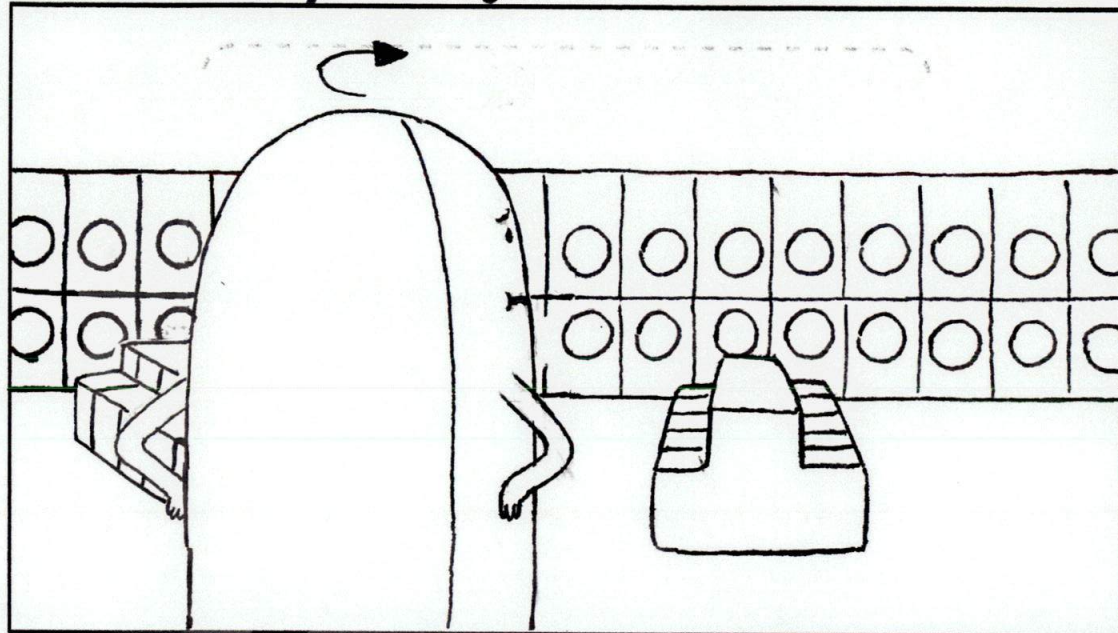


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Sc. 15 cont Pnl. B

Bg.

day night

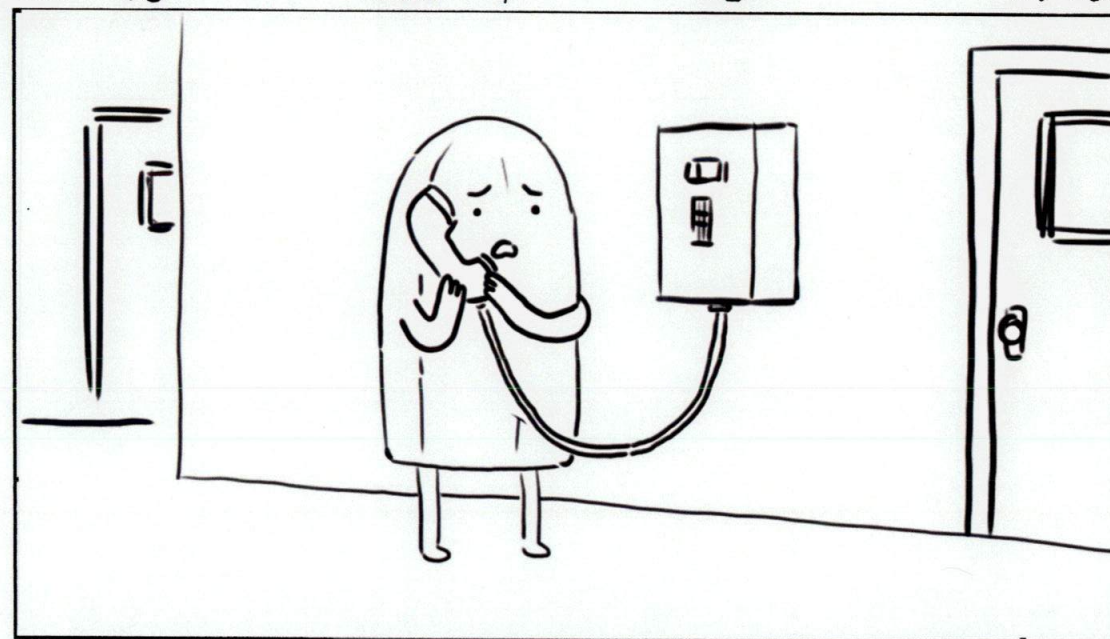


Sc. 16

Pnl. A

Bg.

day night



Dialog:

BG: <sup>(v.o)</sup> BUT Nobody was there ...

BG: It was scary...

Action:

- BG PUTS HANDS ON HIPS.

- CUT BACK TO PRESENT.

Timing:

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# ADVENTURE TIME



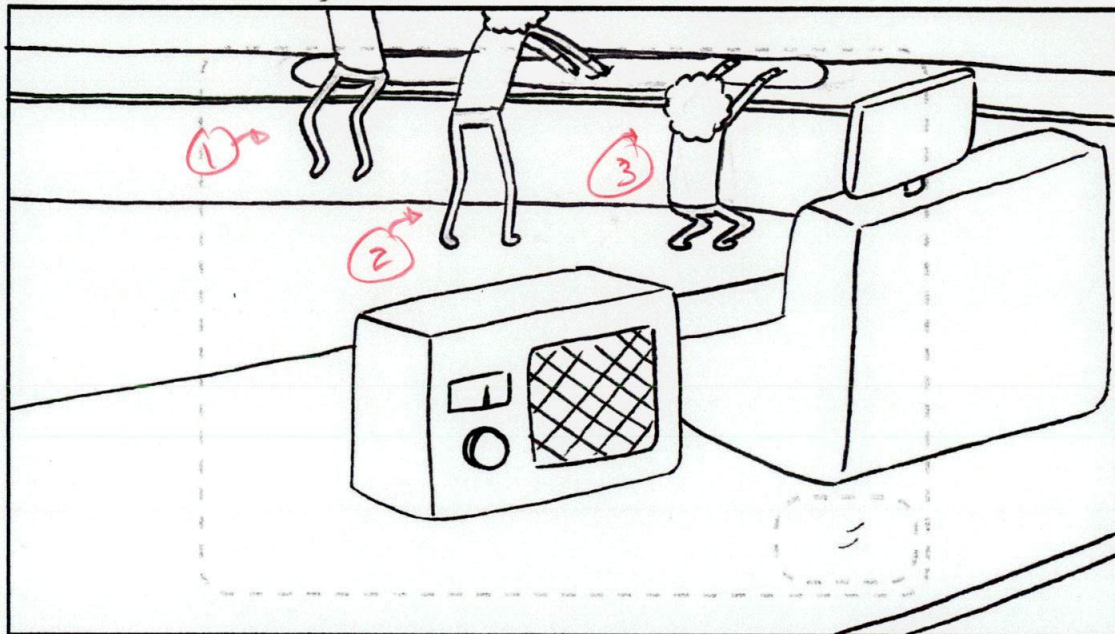
Page 21

Sc. 17

Pnl. A

Bg.

day night

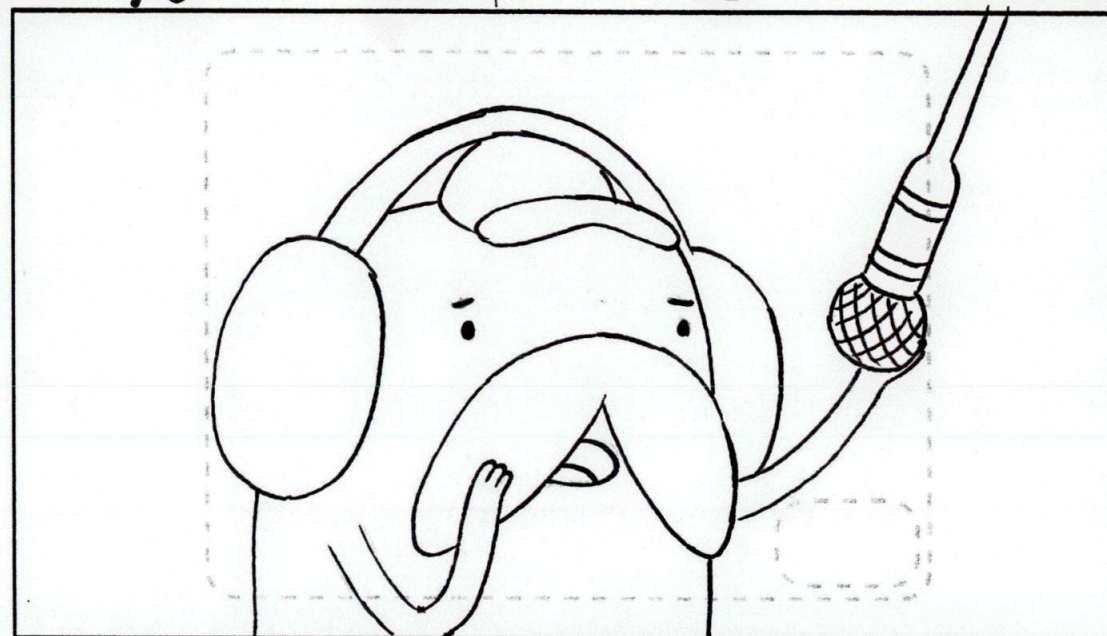


Sc. 18

Pnl. A

Bg.

day night

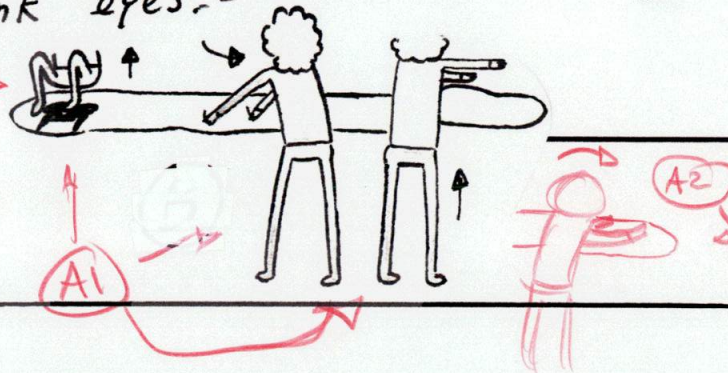


Dialog: S: <sup>(9/5)</sup> Scary! You've heard it. Weird GIRLS with soulless, blank eyes--

S: THEY'VE been spotted around MULTIPLE kingdoms across the centuries.

Action:

BOUNCE  
UP/DN  
ON  
Dough



Timing:

JUL 07 2015

Production :

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1034/220

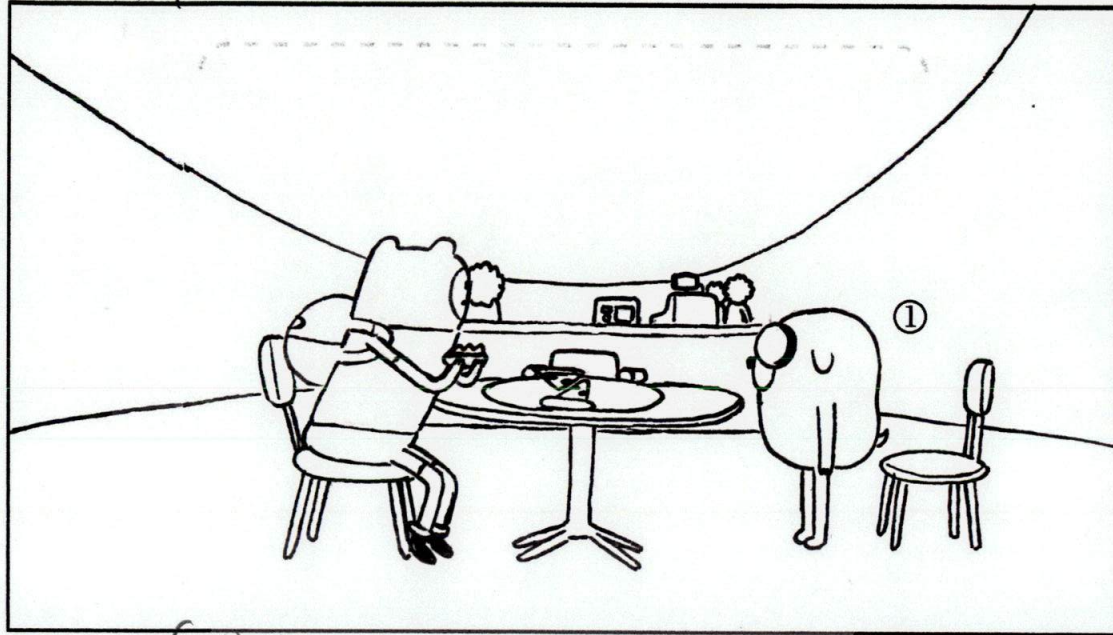


# ADVENTURE TIME

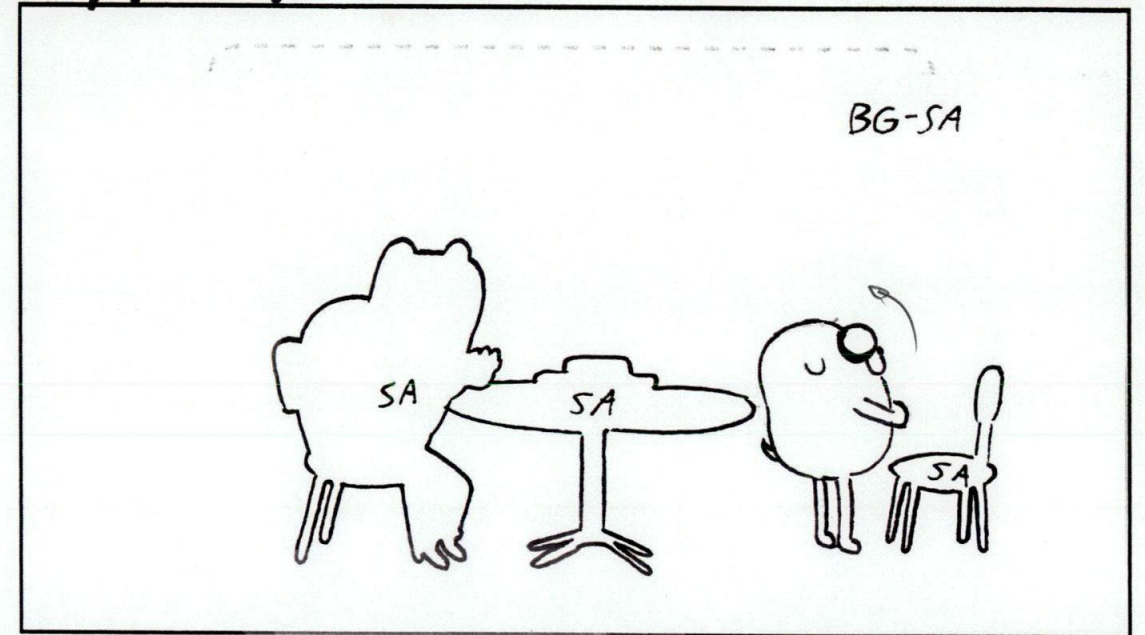


Page 22

Sc. 19 Pnl. A Bg. day night



Sc. 19 CONT Pnl. B Bg. day night

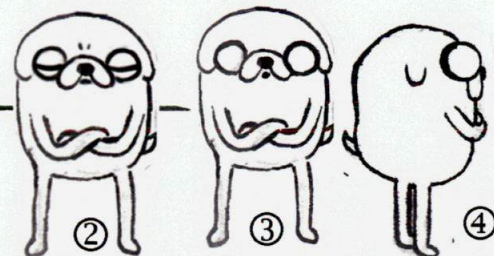


Dialog: S: *Nobody knows what they ARE! But I have a few theories. I'll give you one! THEY'RE GHOSTS AND The last thing they looked at was so horrific IT MADE*

... *their eyes turn BLANK.*

Action: *- J. LOOKS AROUND IMPATIENTLY.*

Timing:



JUL 07 2015

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EPISODE #

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Production :

1034/220

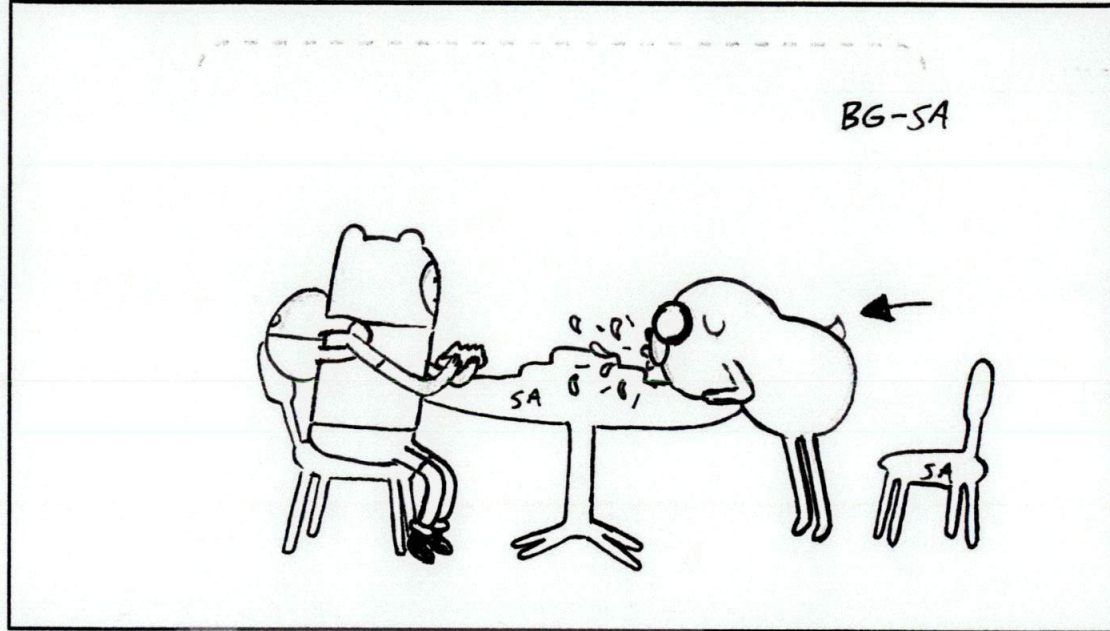


# ADVENTURE TIME

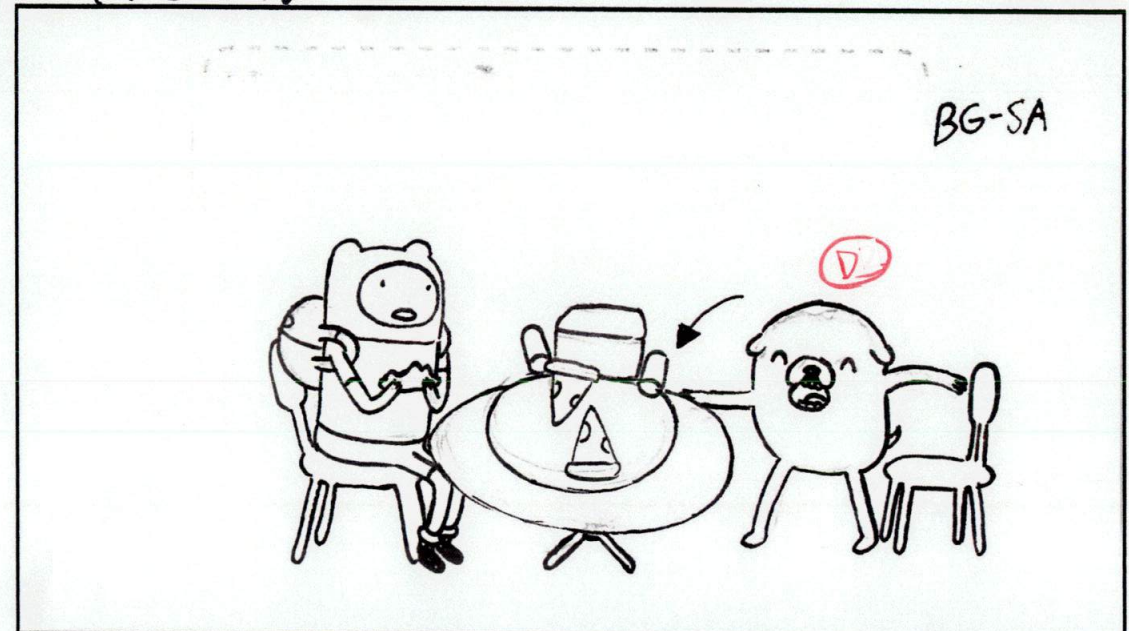


Page 23

Sc. 19 cont Pnl. C Bg. day night



Sc. 19 cont Pnl. D Bg. day night



Dialog: J: [ RASPBERRY ]

J: BALONEY!

Action:

-J. KNOCKS OVER TABLE.

Timing:

JUL 07 2015

EPISODE #

Production :

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1034/220

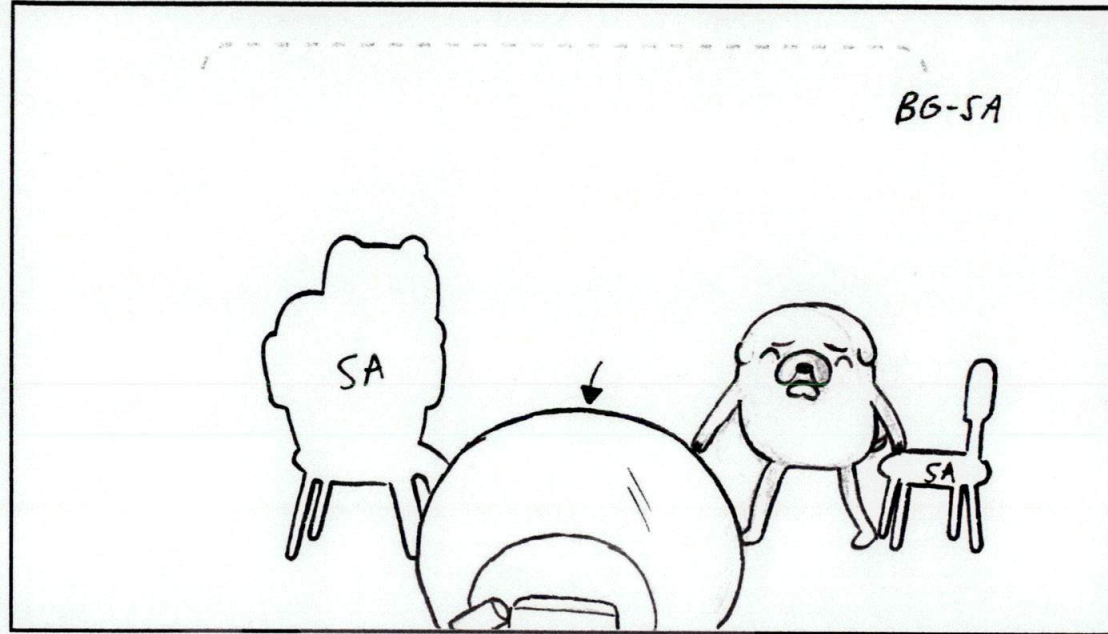


# ADVENTURE TIME

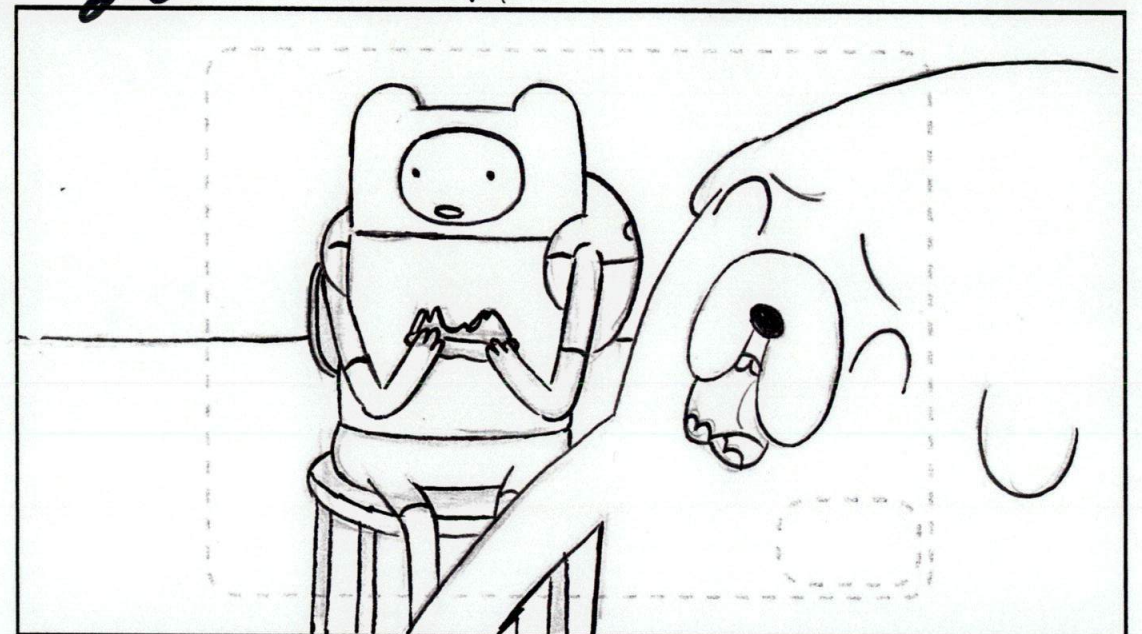


Page 24

Sc. 19 CONT Pnl. E Bg. day night



Sc. 20 Pnl. A Bg. day night



Dialog:	(F) (SMALL) THE PIZZA
Action:	
Timing:	JUL 07 2015

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Production :

1034/220



# ADVENTURE TIME

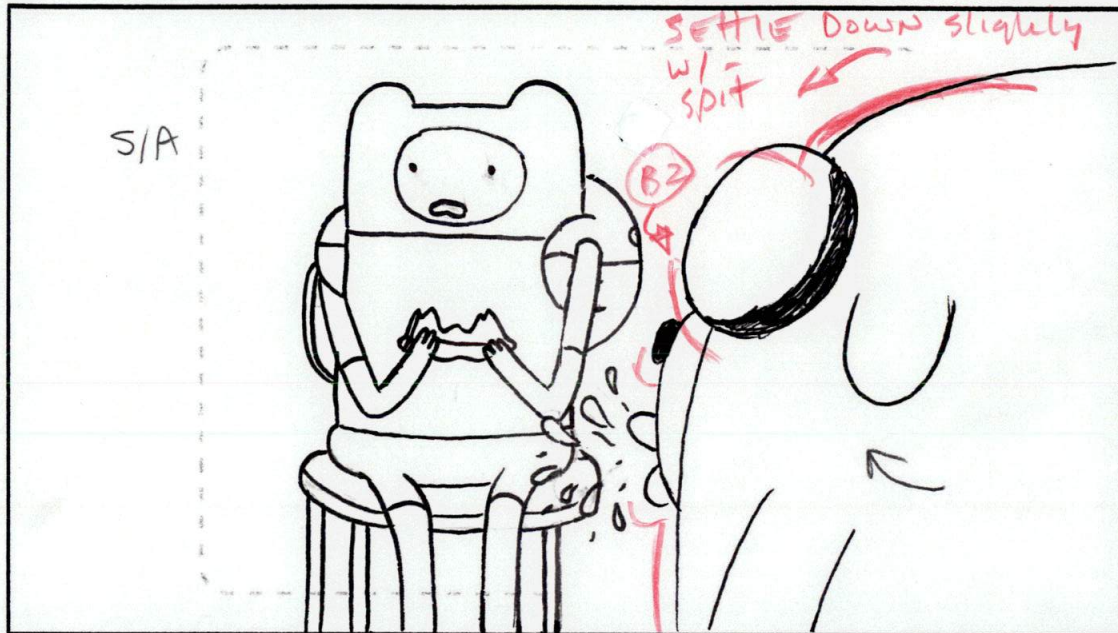


Page 25

Sc. 20 CONT Pnl. B

Bg.

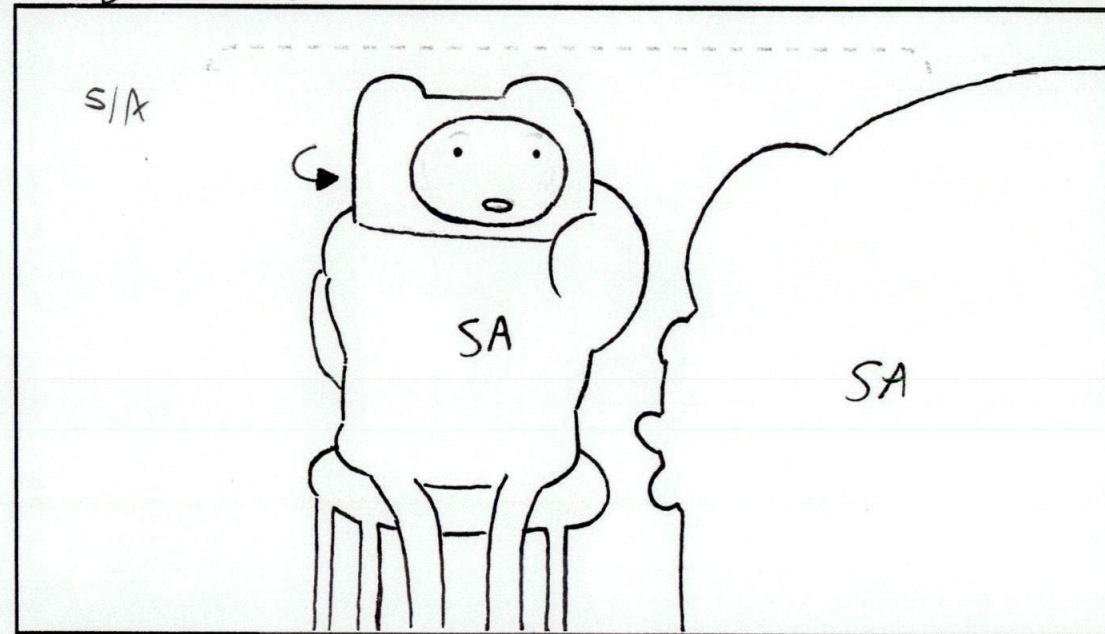
day night



Sc. 20 CONT Pnl. C

Bg.

day night



Dialog:

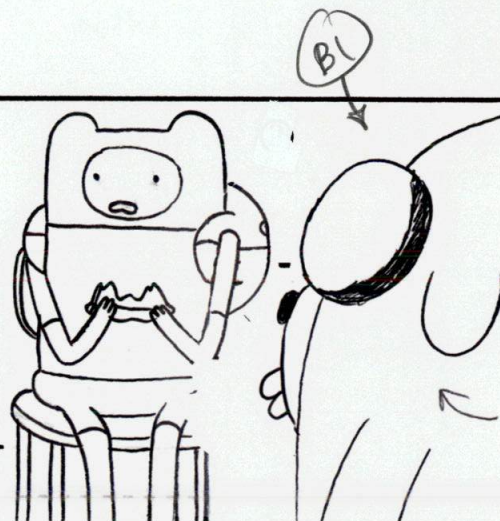
J: [ RASPBERRY ]

F: Take the rest to go?

Action:

- J. TURNS TOWARDS FINN.

Timing:



JUL 07 2015

Production :

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1034/220

1034/220

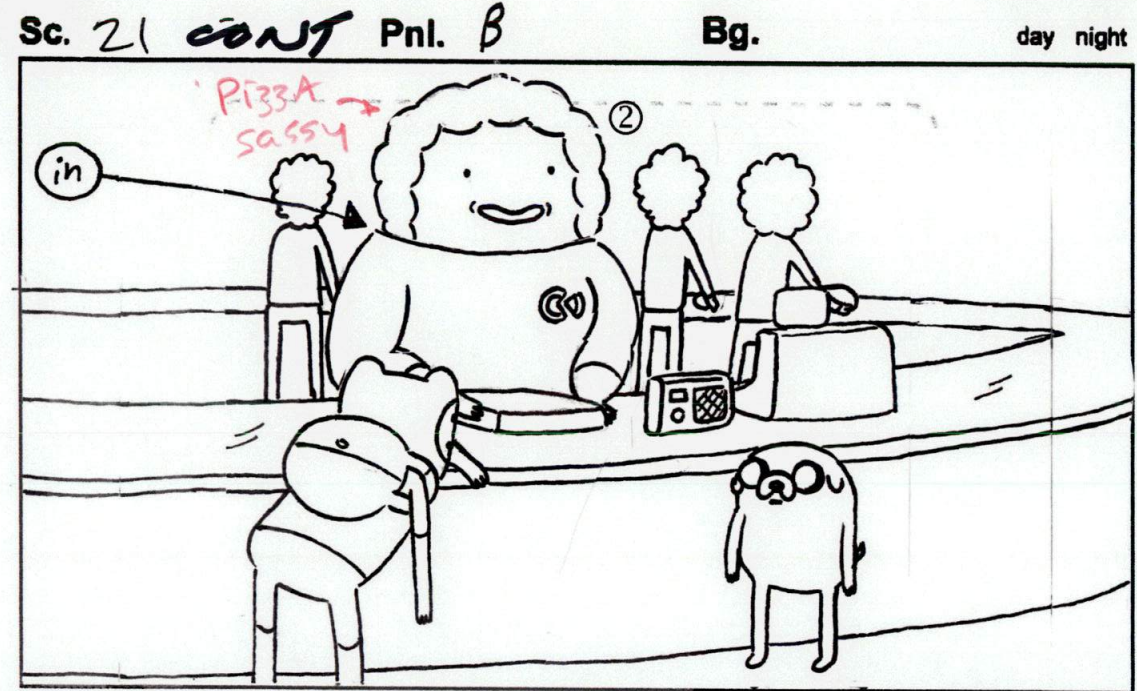
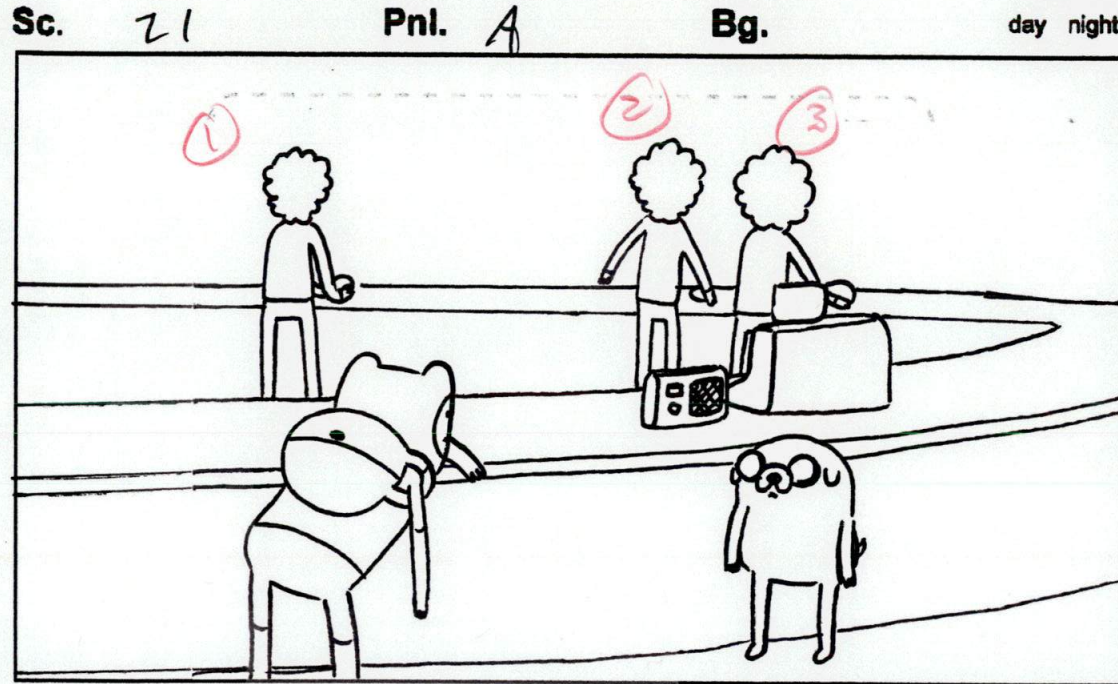
1034/220



# ADVENTURE TIME



Page 26



**Dialog:**

S: (O/S) My second theory -- ✓

*PS: okay! All boxed up AND Ready to go!*

s: (O/S) They were normal candle people --

**Action:** - CUT TO F+J WAITING AT THE COUNTER.

- PIZZA SASSY WALKS ON/S WITH TO-GO BOX.

**Timing:**

(AI)

JUL 07 2015

EPISODE #

Production :

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1034/220

1034/220

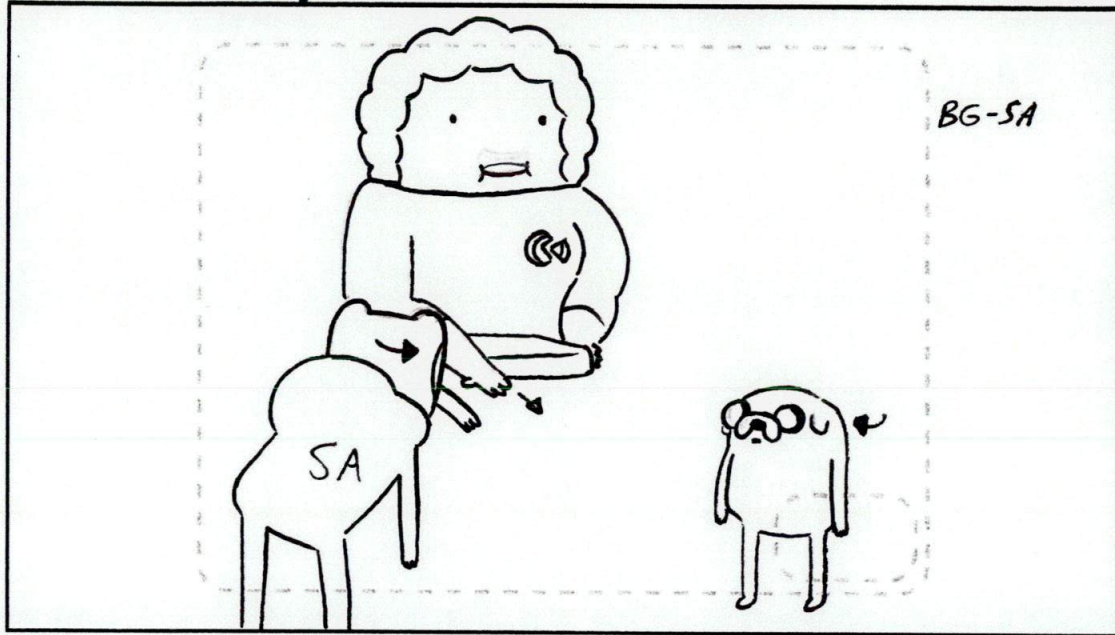


# ADVENTURE TIME

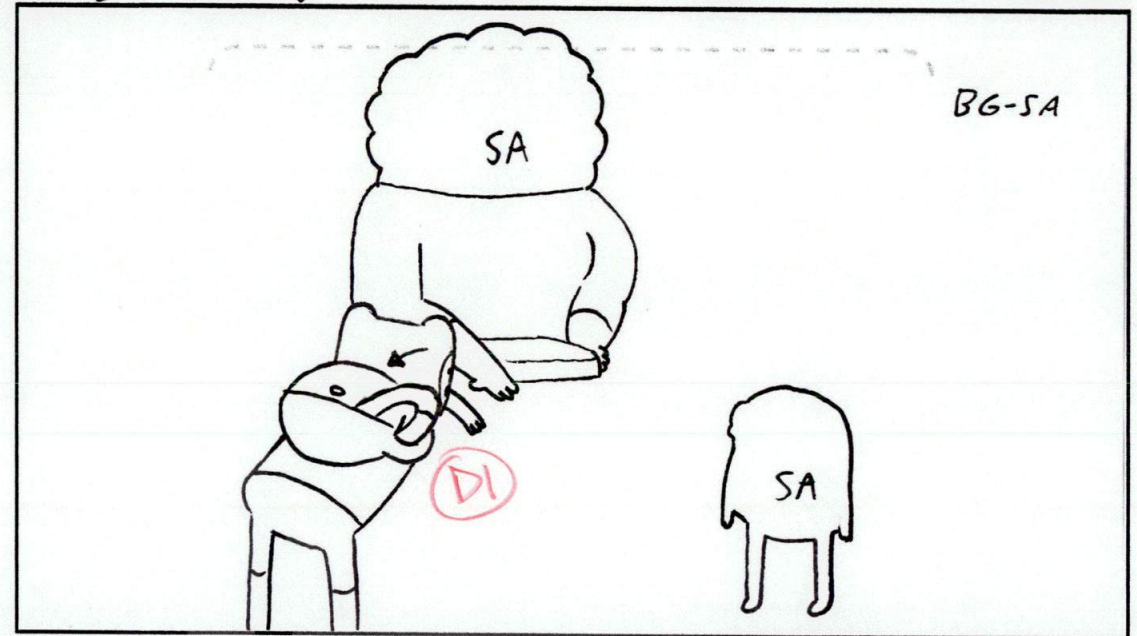


Page 27

Sc. 21 CONT Pnl. C Bg. day night



Sc. 21 CONT Pnl. D Bg. day night



Dialog: PS: 200 Bucks!!

S: (O/S) Transformed into Blank-Eyed Girls --

Action: PS sticks out his hand.

-finn reaches into backpack.  
-pulls out money.



Timing:

JUL 07 2010

EPISODE #

1034/220

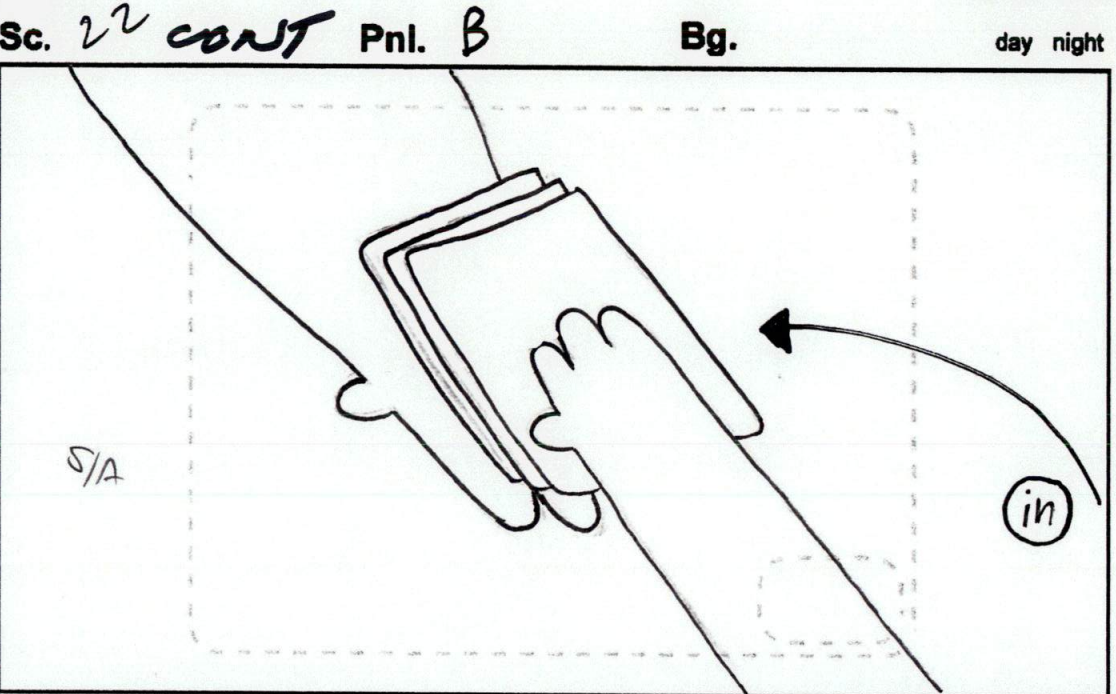
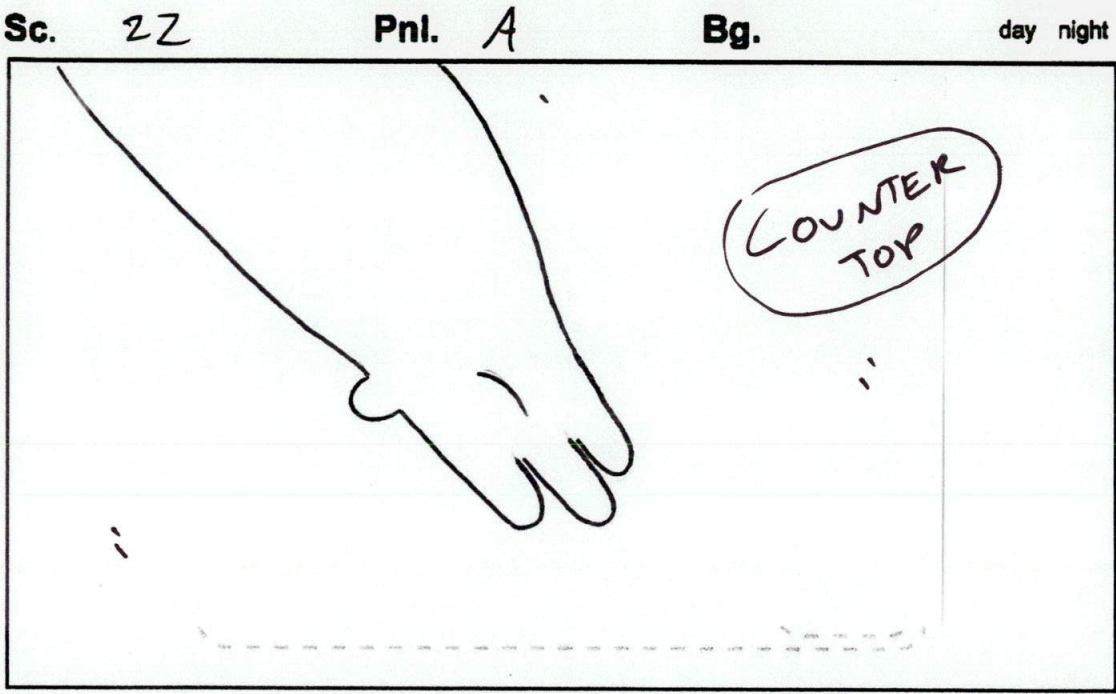
Production :

1034-220

1034/220



ADVENTURE TIME



Dialog:

S: (O/S) By other Blank-Eyed Girls...

Action:

-CU OF PIZZA SASSY'S HAND

-FINN HANDS OVER THE MONEY.

Timing:

JUL 07 2015

1034/220

1034-220

EPISODE #

1034/220

Production :

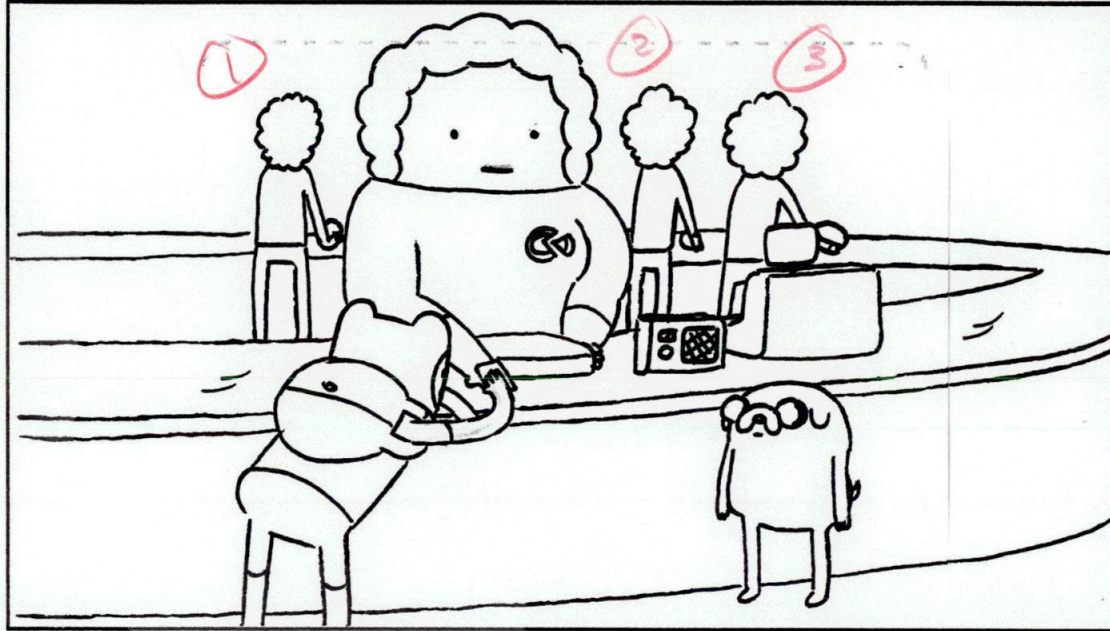


# ADVENTURE TIME

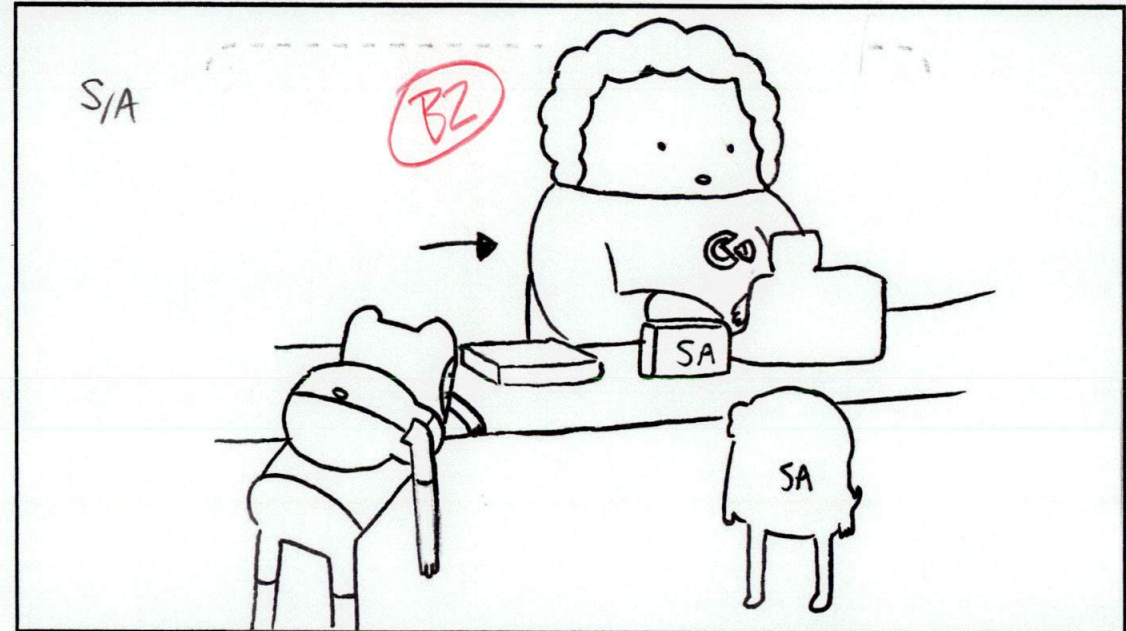


Page 29

Sc. 23 Pnl. A Bg. day night



Sc. 23 *cont* Pnl. B Bg. day night



Dialog:

(S) (9/5) --touching their eyeballs!

Action:

Pizza Sassy puts money into register.

Timing:



JUL 07 2015

EPISODE #

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1034/220

Production :

1034/220

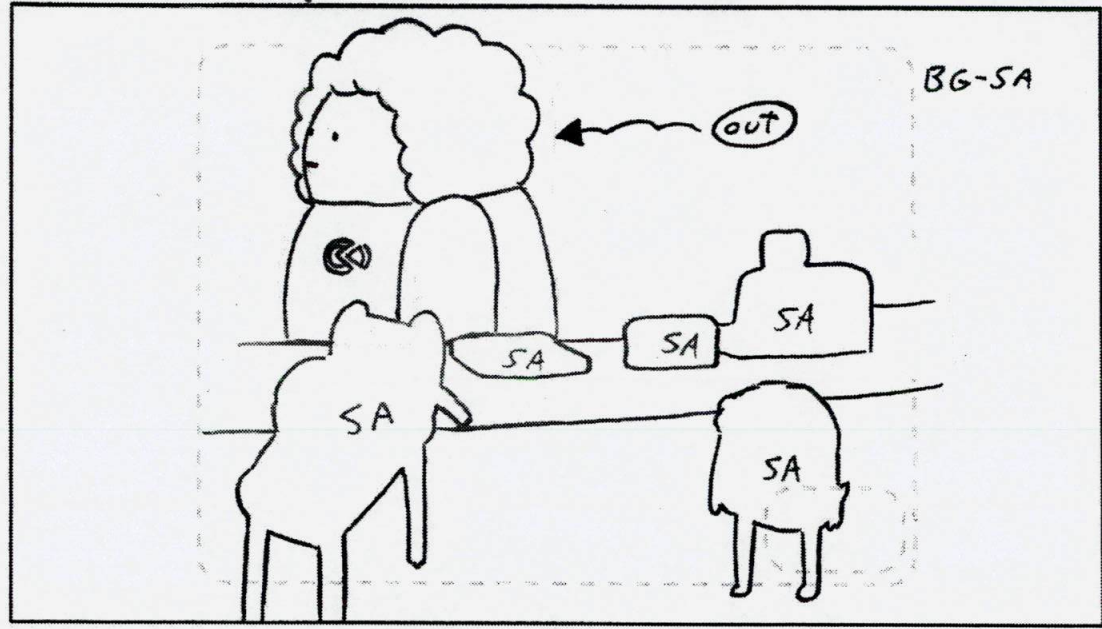


# ADVENTURE TIME

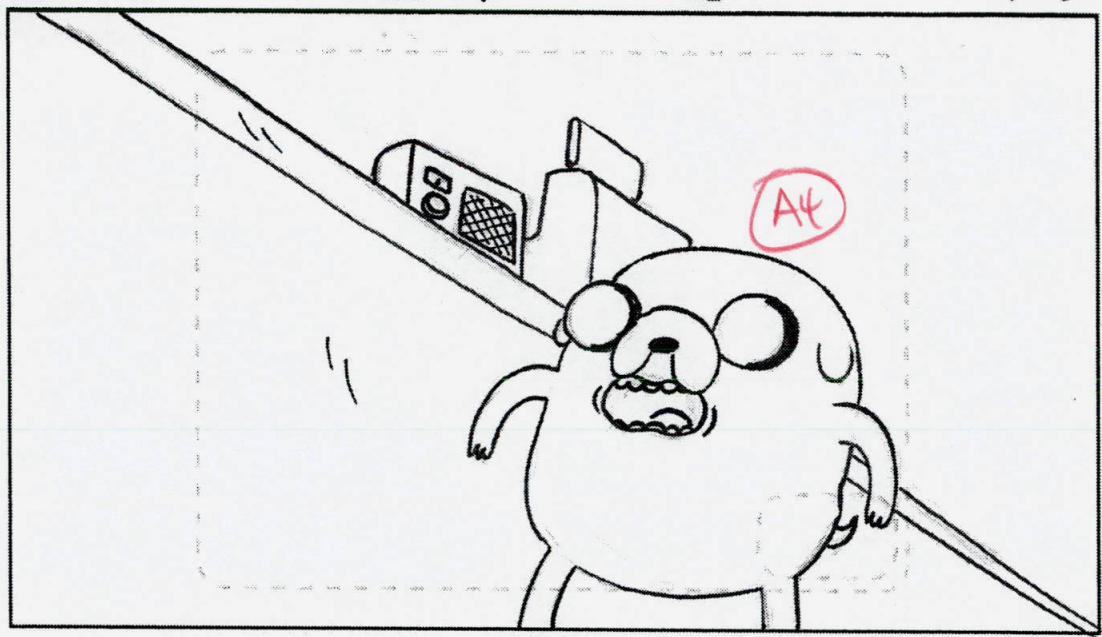


Page 30

Sc. 23 CONT Pnl. C Bg. day night



Sc. 24 Pnl. A Bg. day night



<p><b>Dialog:</b></p> <p>(S) (C/S) (GHOST-LIKE) OOO O SPOOKY!</p>	<p><b>J:</b> OOO, Look at me, I'm listening to a DUMB NONSENSE RADIO SHOW!</p>
<p><b>Action:</b></p> <p>- PIZZA SASSY WALKS OFF/S.</p>	<p>- JAKE MOCKS STARCHY'S SHOW.</p>
<p><b>Timing:</b></p>	<p>SP (A1) (A2) (A3)</p> <p>1 2 1 3</p> <p>JUL 07 2015</p>

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EPISODE # 1034-220  
1034/220

Production :

1034/220

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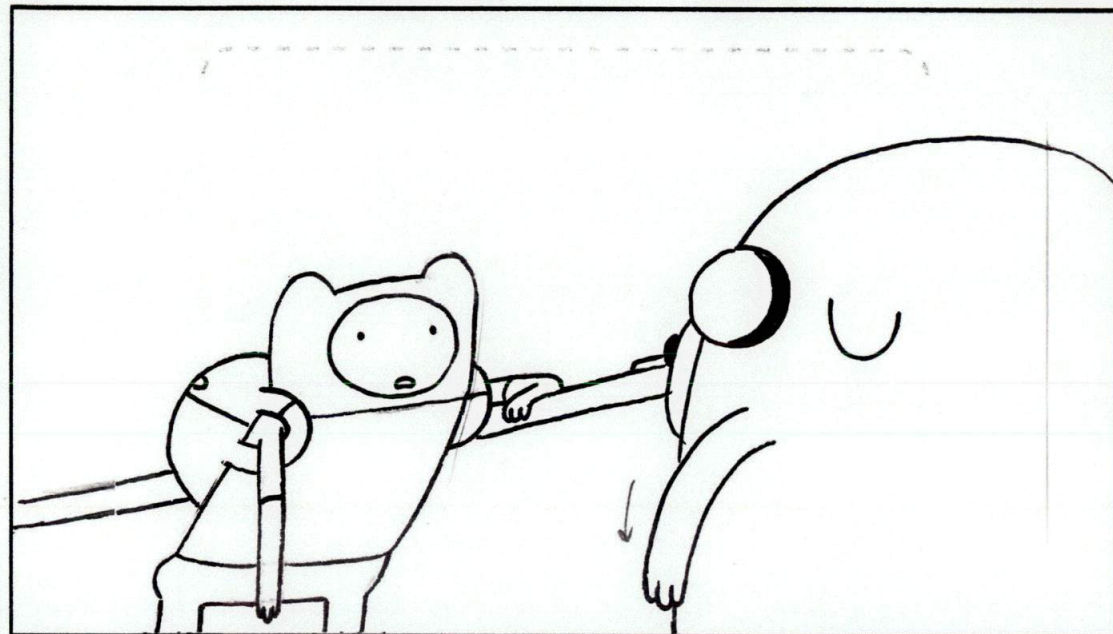


# ADVENTURE TIME

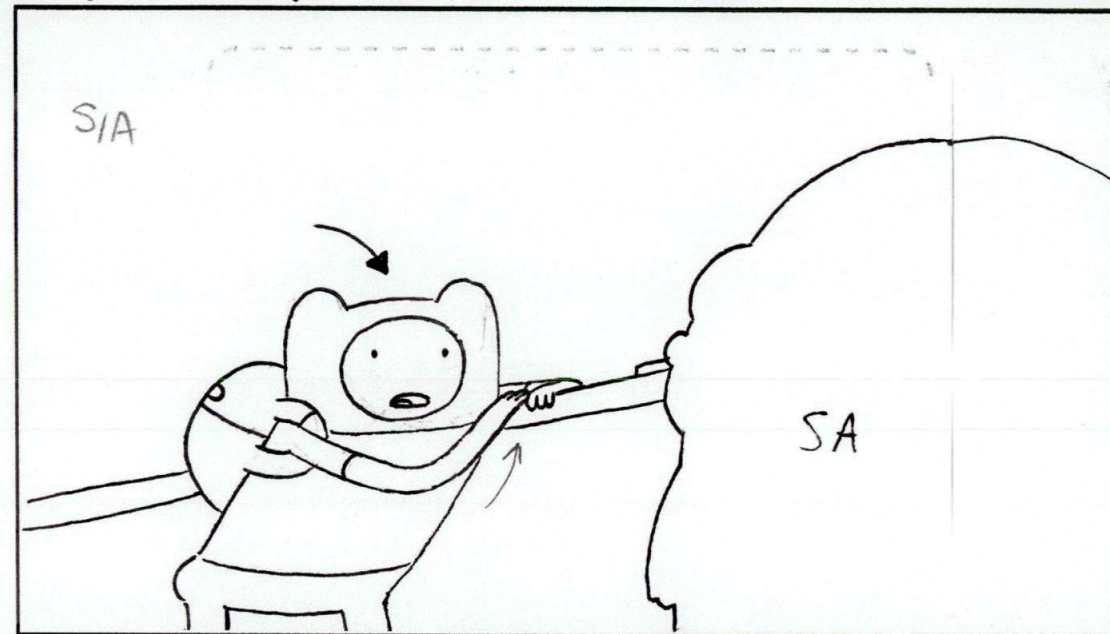


Page 31

Sc. 25 Pnl. A Bg. day night



Sc. 25 CONT Pnl. B Bg. day night



Dialog: F: How can you be so dismissive --

A: S

F: -- after some of the stuff we've SEEN?

Action:

Timing:

JUL 07 2015

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# ADVENTURE TIME

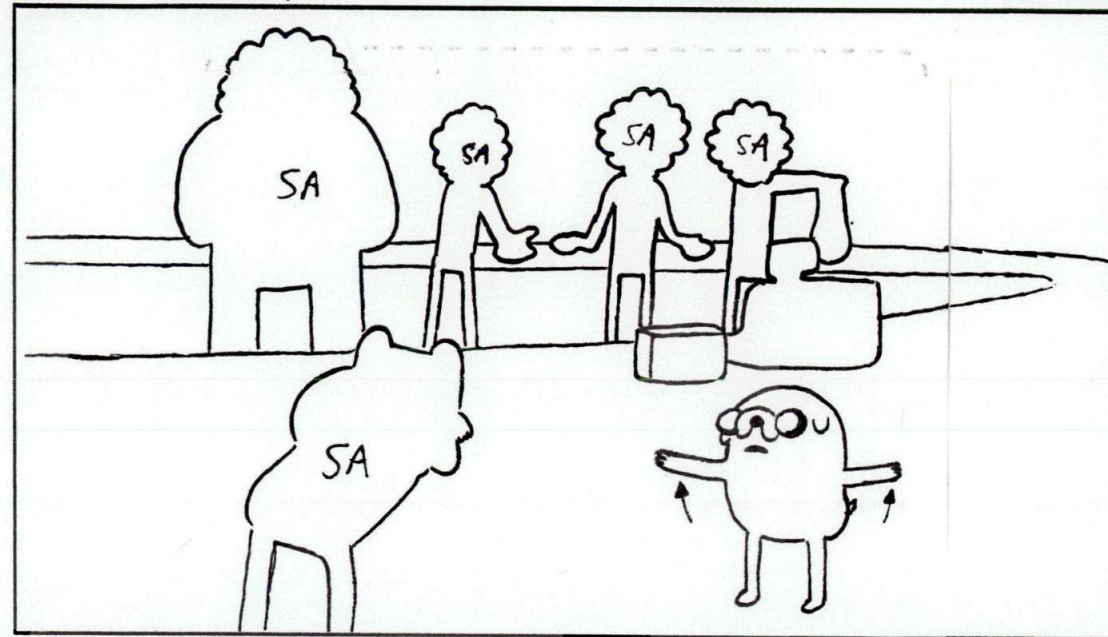


Page 32

Sc. 26 Pnl. A Bg. day night



Sc. 26 cont Pnl. B Bg. day night



Dialog: J: you've got to draw the line somewhere  
Starchy is my line.



S: (s) okay! I'll give you a third  
THEORY - THEY'RE walking fish + that just  
happen to look like little girls!!

Action:

Timing:

A1

JUL 07 2015

EPISODE #

Production :

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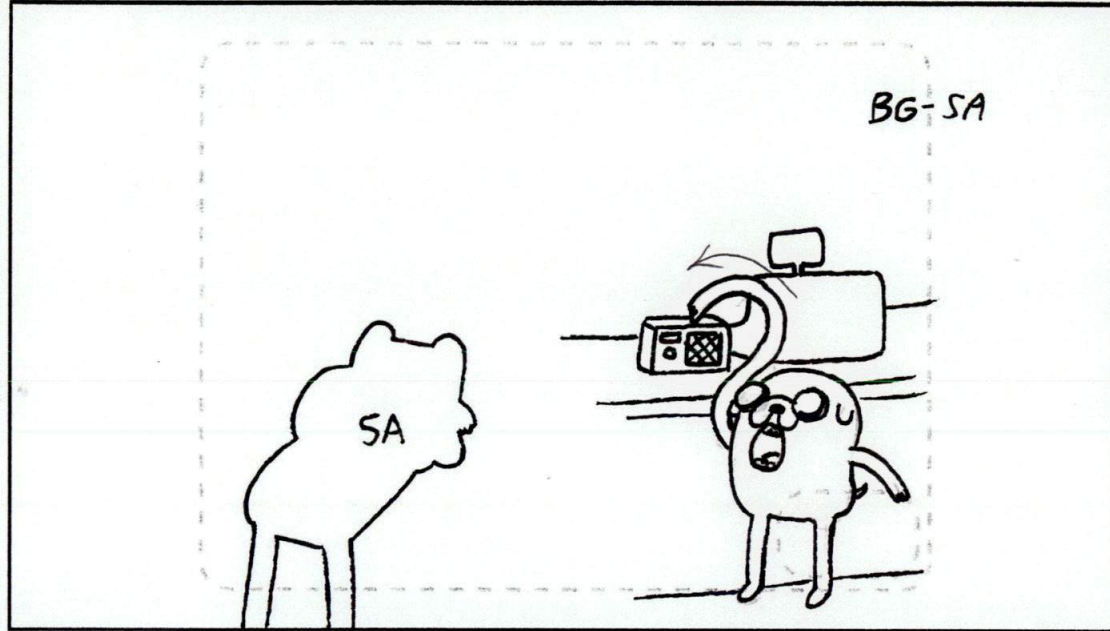
# ADVENTURE TIME



Sc. 26 *CONT* Pnl. C

Bg.

day night



Sc. 26 *CONT* Pnl. D

Bg.

day night



Dialog:

① BALONEY!!!!.

PS: Don't touch my radio!

Action:

Jake about to turn off radio.

- PIZZA SASSY SPINS AROUND  
- J. QUICKLY LOWERS ARM.

Timing:

JUL 07 2015

Page 33  
*33* **NEXT**  
day night

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Production :

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# ADVENTURE TIME

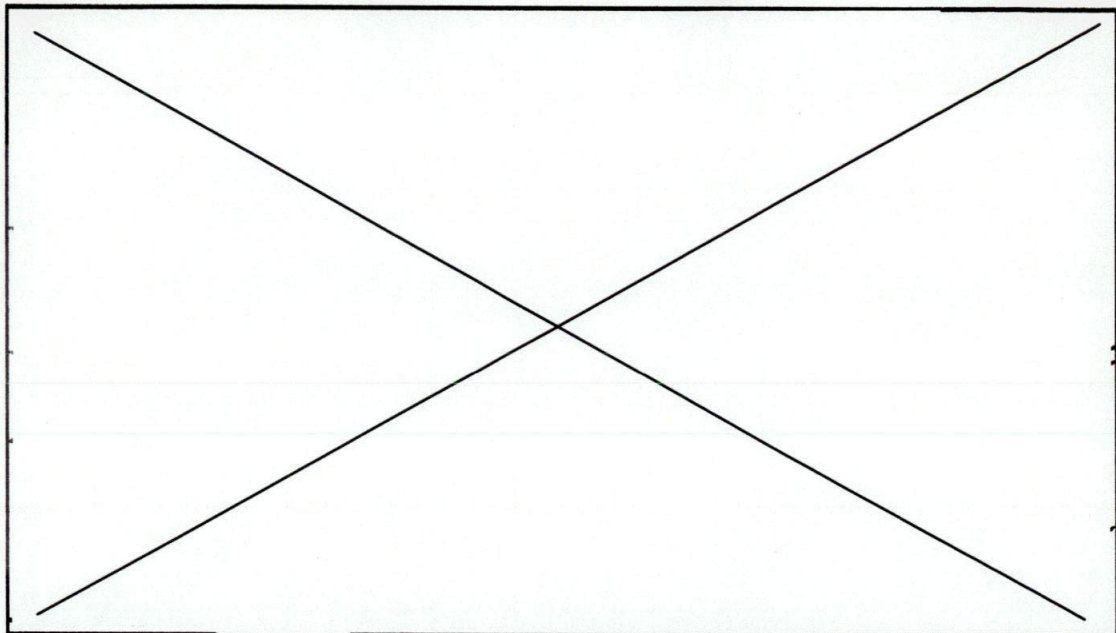


Page 33A  
~~34~~ NEXT  
day night

Sc. 26A Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

JUL 07 2015

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Production :

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# ADVENTURE TIME



Page 34

Sc. 27

Pnl. A

Bg.

day night



Sc. 27 *CONT* Pnl. B

Bg.

day night



Dialog:

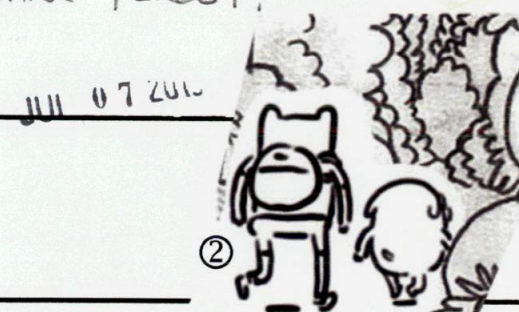
(F) S' DARK...

Action:

- F LEAPS ON/S.  
- J. WALKS ON/S.

- F+J WALK THROUGH DARK FOREST.

Timing:



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Production :

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SC. 28

Phl. A

Page 35

(F) YOU'RE SURE THAT BLANK-EYED  
GIRLS ARE MADE-UP, RIGHT? ...

Diag BG pan

(D)

stop BG w/OL

start

Fore ground LAYER.  
pan

Diag (OL) pan

JUL 07 2015

1034/220

1034-220

1034/220

1034/220

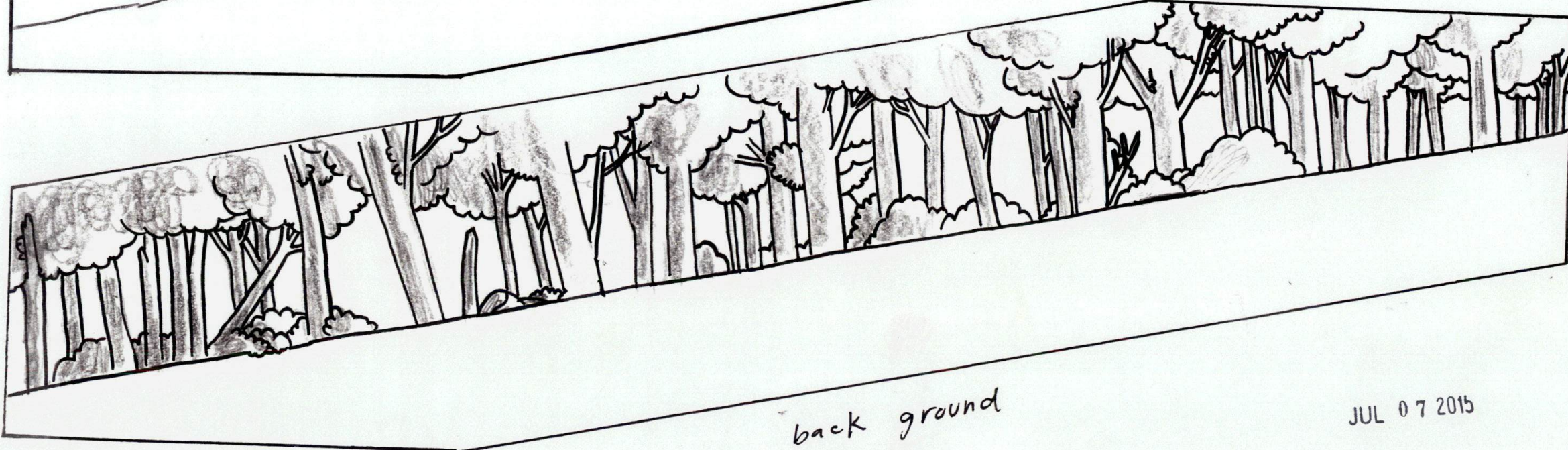
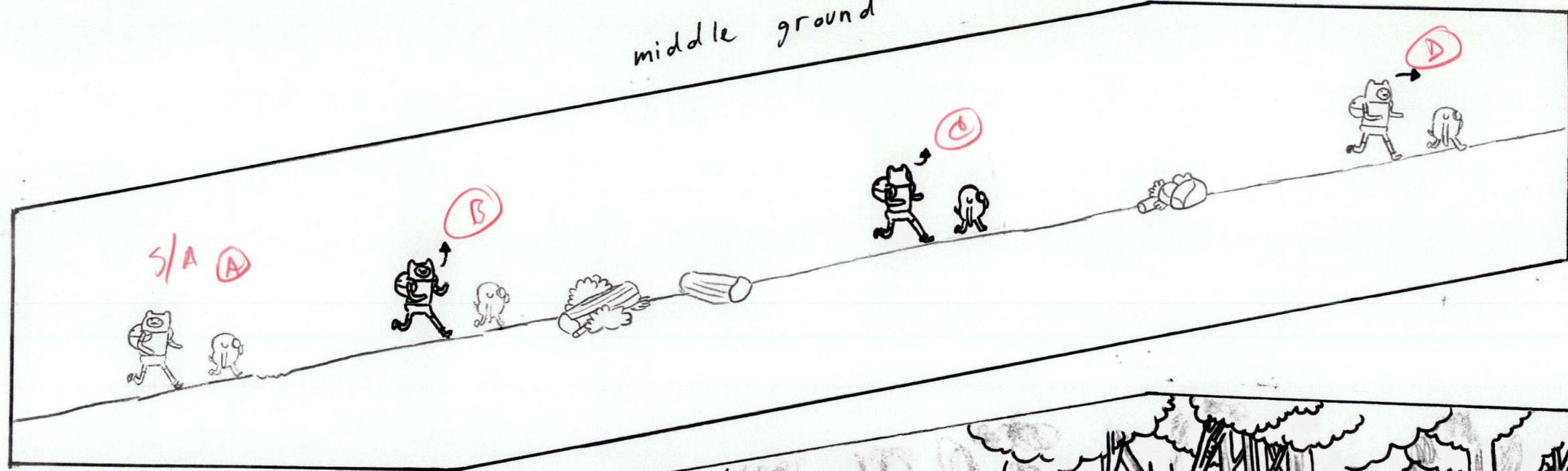


1034/220

SC.28 ref.

page 36

middle ground



back ground

JUL 07 2015

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1034-220

1034/220



# ADVENTURE TIME

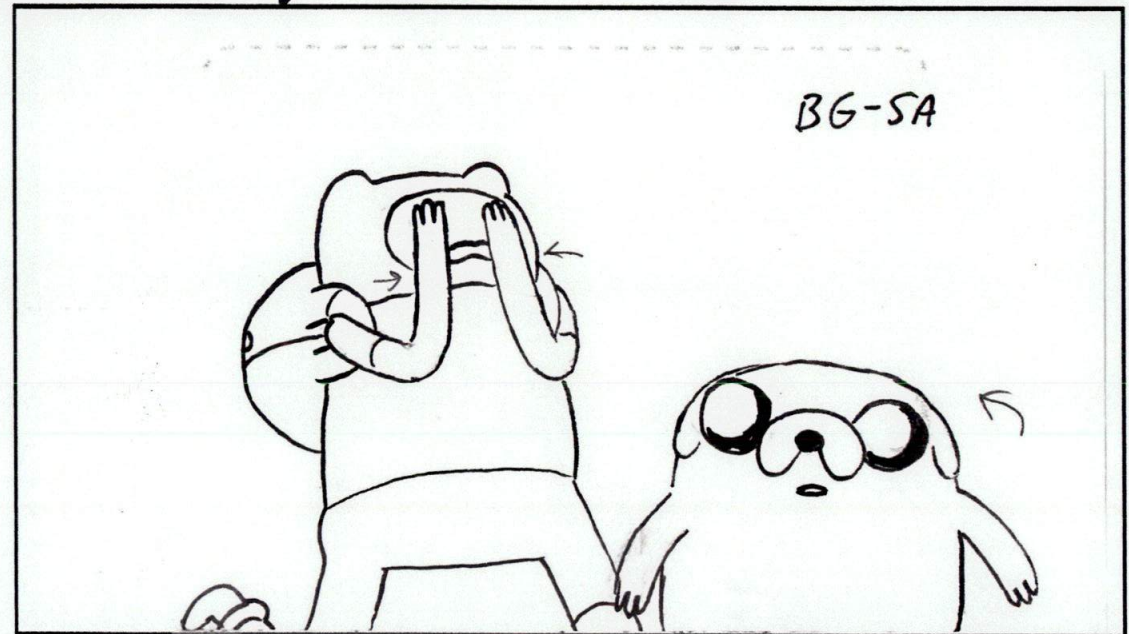


Page 37

Sc. 29 Pnl. A Bg. day night



Sc. 29 cont Pnl. B Bg. day night



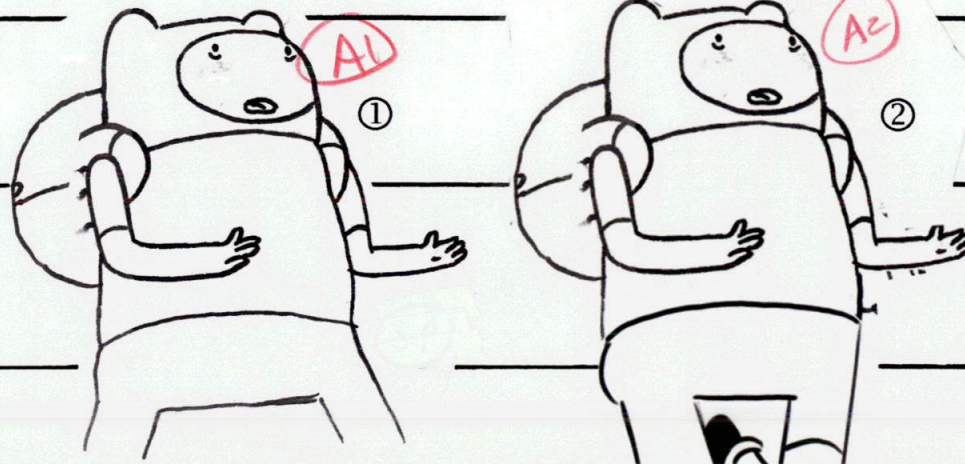
Dialog:

(0/5)  
SFX: [ OWL HOOT ]

(F) [ SHUDDER ]



Action:



- F. COVERS HIS EYES.  
- J. GLANCES BACK.

Timing:

JUL 07 2015

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1034/220

Production :

1034/220



# ADVENTURE TIME

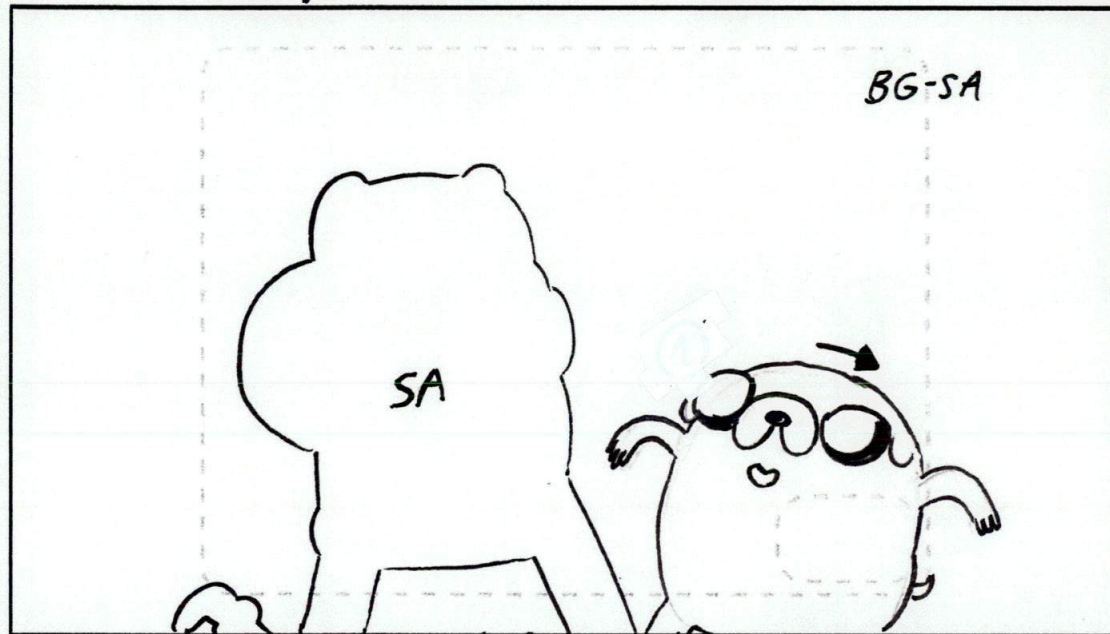


Page 38

Sc. 29 CONT Pnl. C

Bg.

day night



Sc. 29 CONT Pnl. D

Bg.

day night



Dialog:

① HCH, HCH...

Action:



- J. DUCKS BEHIND FINN.  
- F. LOWERS HIS ARMS.

Timing:

JUL 07 2015

EPISODE #

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1034/220

Production :

1034/220



# ADVENTURE TIME

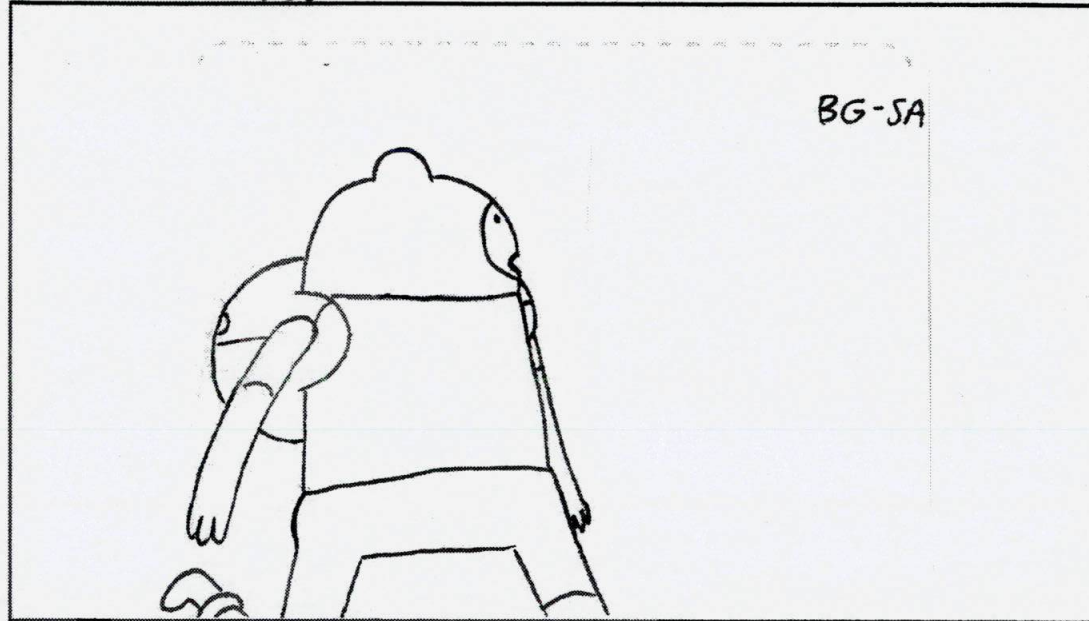


Page 39

Sc. 29 CONT Pnl. E

Bg.

day night



Sc. 30

Pnl. A

Bg.

day night



Dialog:

F: Jake?

Action:

- F. LOOKS AROUND FOR JAKE.

- F. LOOKS AROUND NERVOUSLY.

Timing:

JUL 07 2015

Production :

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1034/220

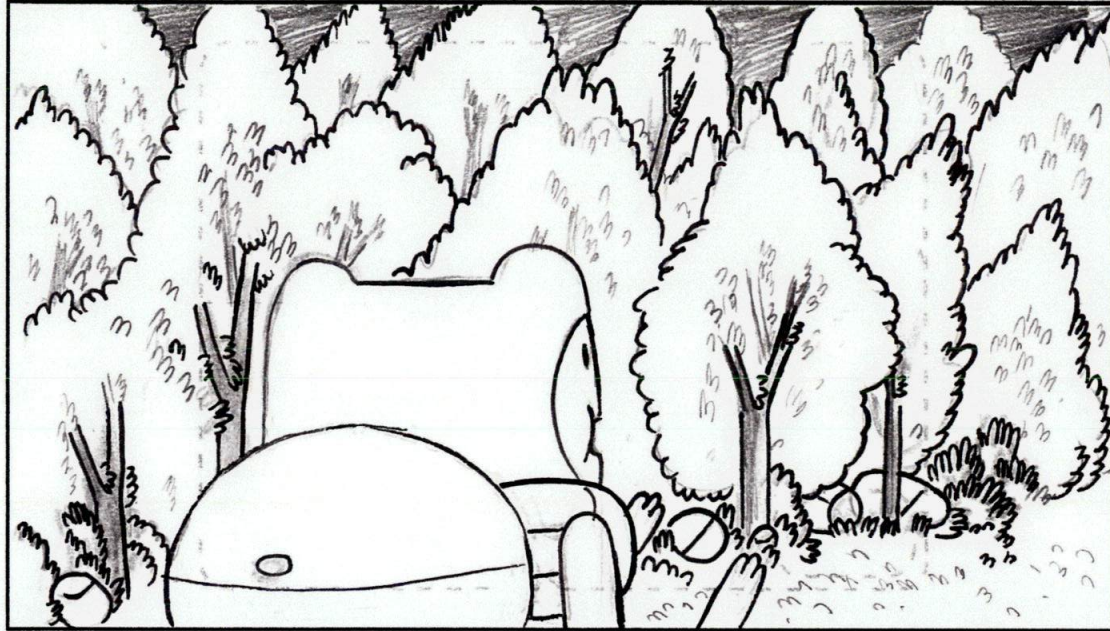


# ADVENTURE TIME

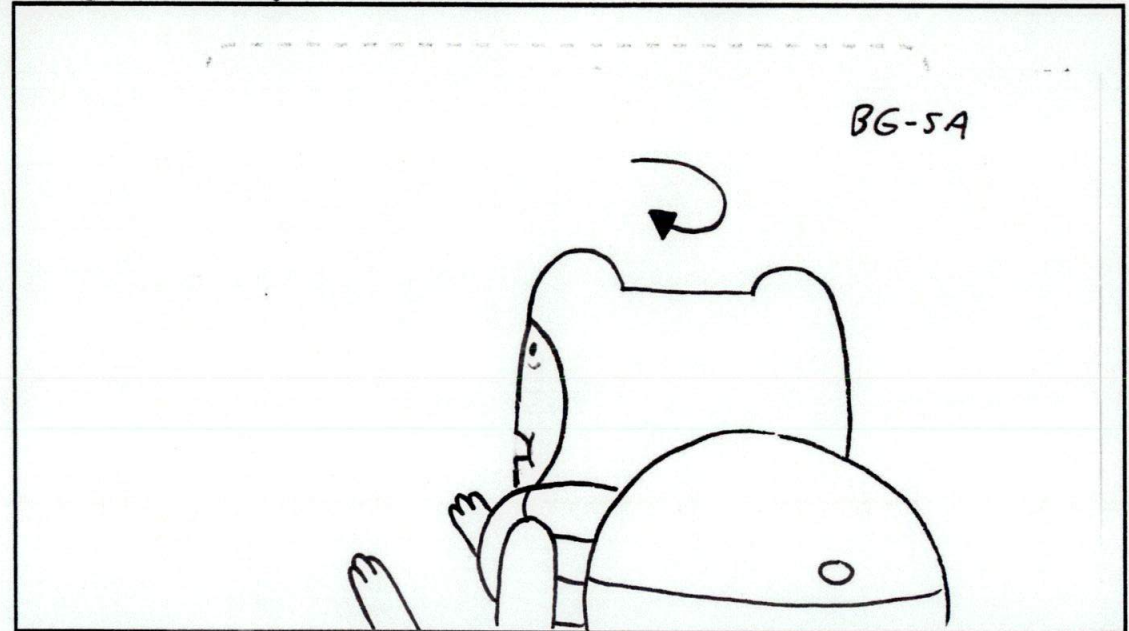


Page 40

Sc. 31 Pnl. A Bg. day night



Sc. 31 CONT Pnl. B Bg. day night



Dialog:	(F) (QUIET) JAKE ?
Action:	
Timing:	JUL 07 2015

EPISODE #  
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Production :

1034/220



# ADVENTURE TIME



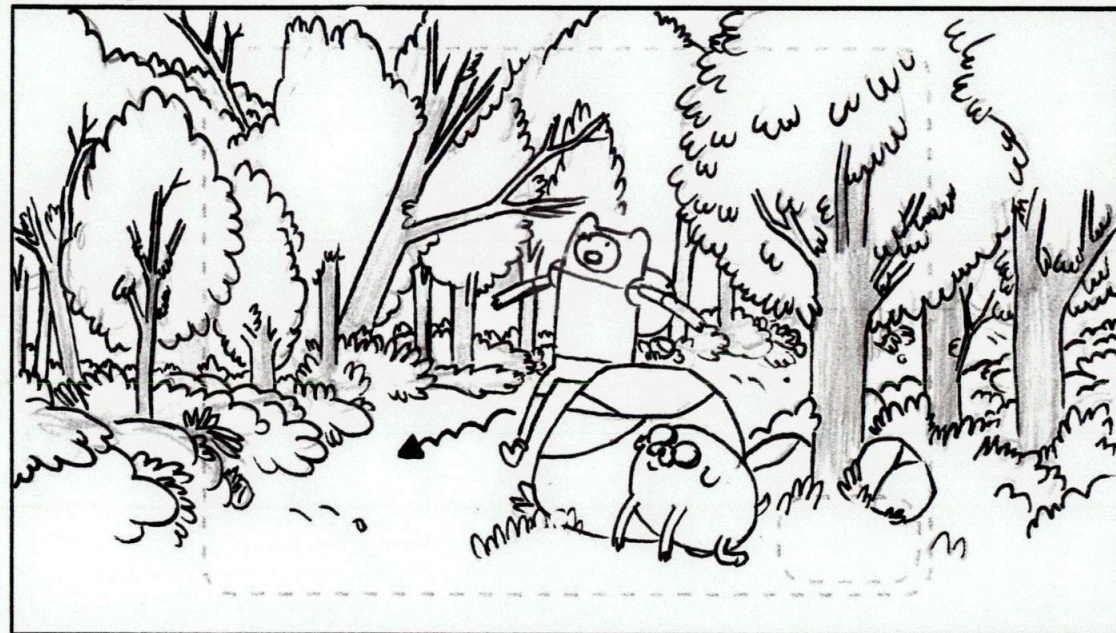
Page 41

Sc. 32

Pnl. A

Bg.

day night

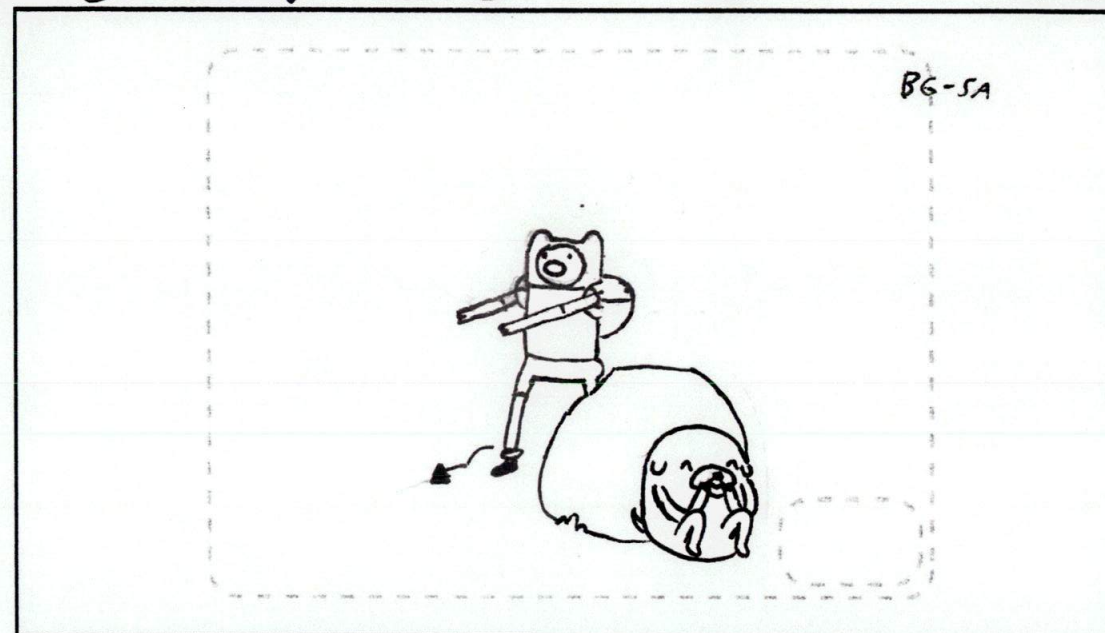


Sc. 32 CONT

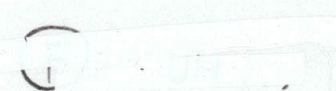
Pnl. B

Bg.

day night



Dialog:



Action:

-F. CONTINUES SEARCHING.

-J. STIFLES A LAUGH.

Timing:

JUL 07 2015

EPISODE #

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Production :

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ADVENTURE TIME



Sc. 32 *cont* Pnl. C Bg. day night

BG-SA

Sc. 32 *cont* Pnl. D Bg. day night

BG-SA

Dialog:	(F) UH ... UH...	SFX: * THMP *	
Action:	- F. IS GETTING MORE AGITATED.		- F. HUGS ROCK.
Timing:	JUL 07 2015		

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1034-220  
EPISODE #  
1034/220  
Production :

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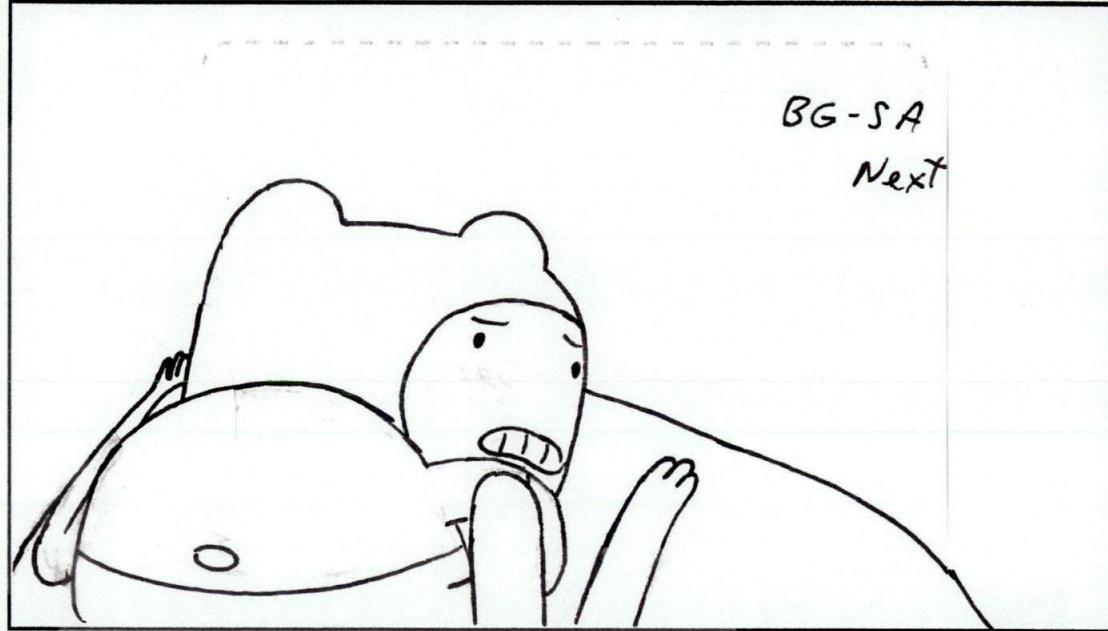
Page 43

Sc. 33

Pnl. A

Bg.

day night

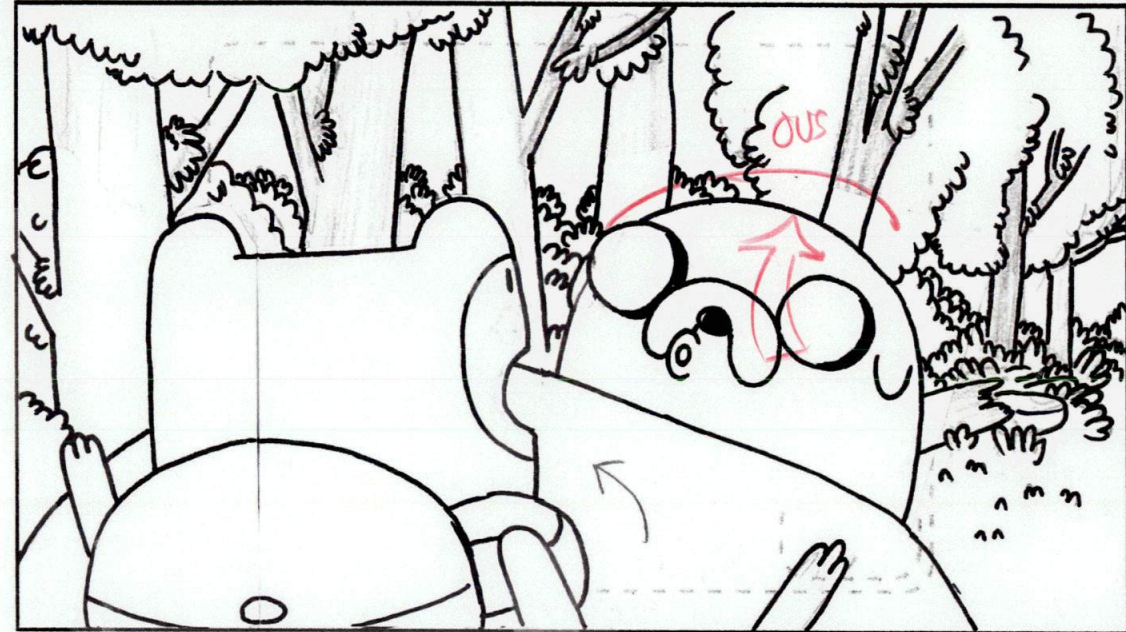


Sc. 33 cont

Pnl. B

Bg.

day night



Dialog:

(QUIET/A BIT NERVOUS)  
① BLANK-EYED GIRL?

J: Boo!

Action:

- J. POPS INTO VIEW.

JUL 07 2015

Timing:

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1034/220

Production :

1034/220

1034/220

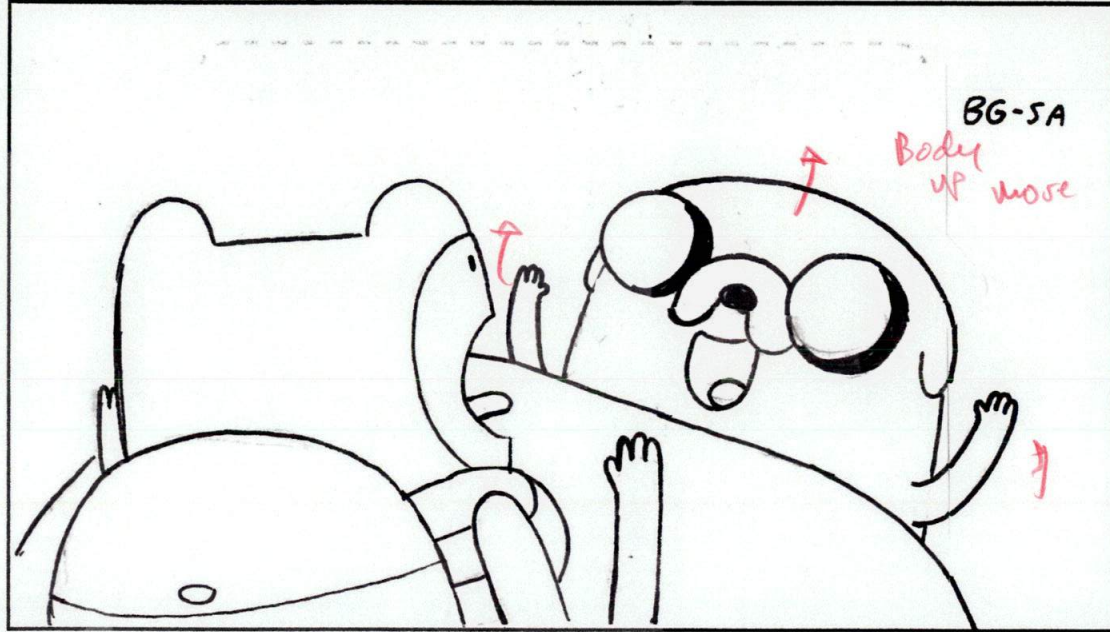


# ADVENTURE TIME

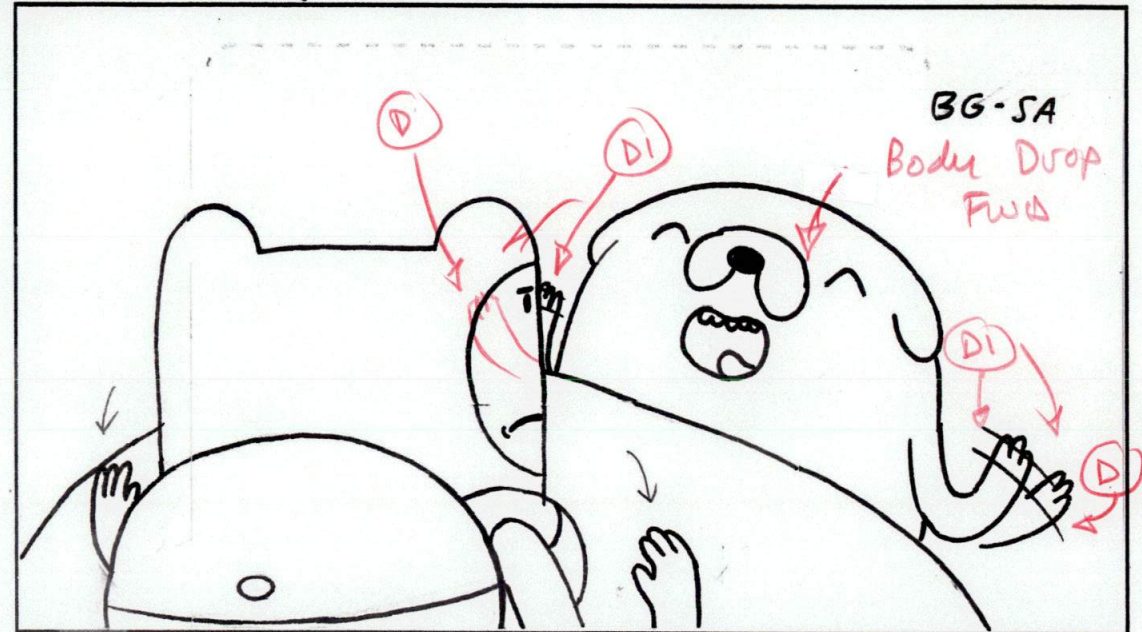


Page 44

Sc. 33 CONT Pnl. C Bg. day night



Sc. 33 CONT Pnl. D Bg. day night



Dialog:	<u>F:</u> AH!
Action:	<p>(J) HA-HA HA!</p> <p>- J. WAVES ARMS AS HE LAUGHS.</p> <p>JUL 07 2015</p>
Timing:	

1034-220

EPISODE #

1034/220

Production :

1034/220

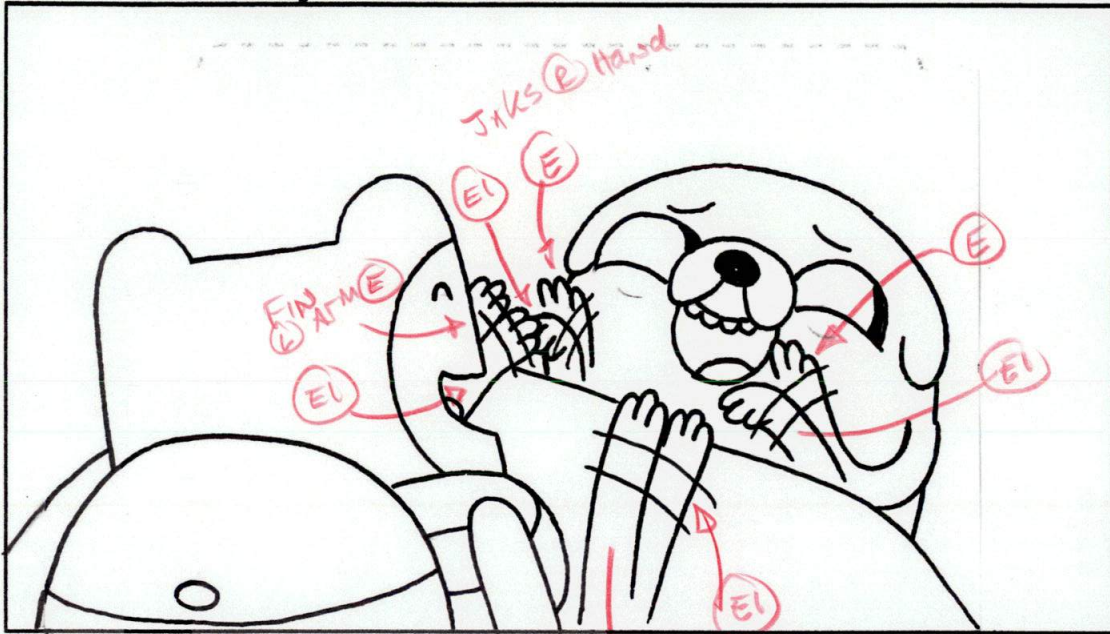


# ADVENTURE TIME



Page 45

Sc. 33 *CONT* Pnl. E Bg. day night



Sc. 34 Pnl. A Bg. day night



**Dialog:**

① [ LAUGHING ]

② [ GROWING LAUGHTER ]

**Action:**

- FINN JOINS IN.

- F. STANDS UP.

- F+J WAVE ARMS AT EACH OTHER.

**Timing:**

JUL 07 2015

AI

AI.B

AI.A

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EPISODE #

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Product

1034/220



# ADVENTURE TIME



Next Pg. 51  
 Page 46  
 NO PGS 47-50  
 day night

Sc. 34 CONT Pnl. B

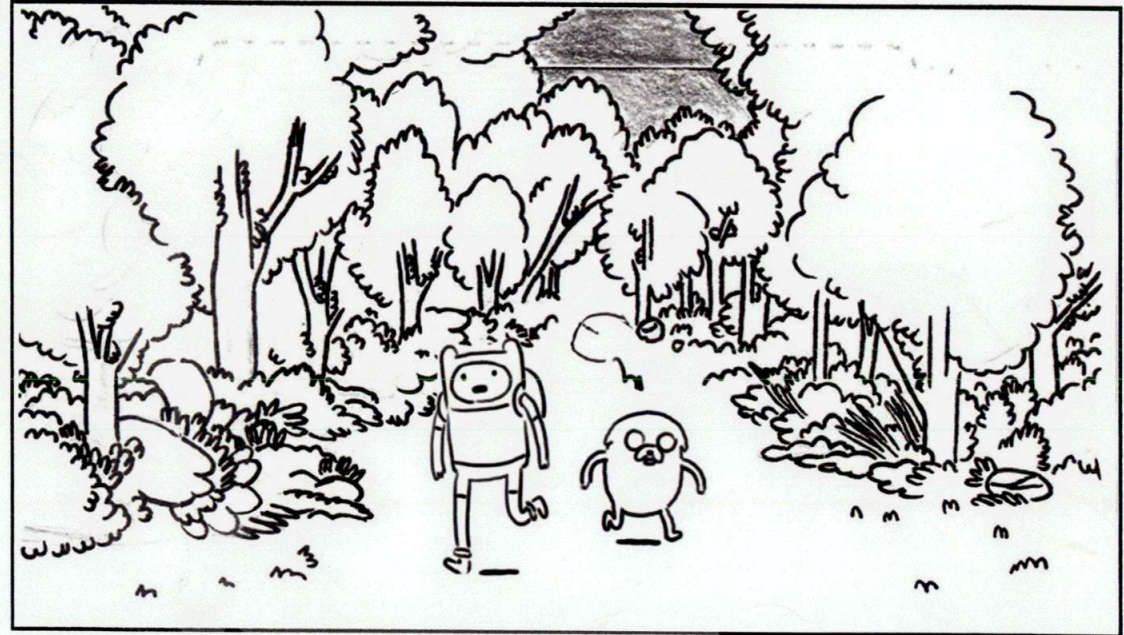
Bg.

day night



Sc. 34 CONT Pnl. C

Bg.



Dialog:



(F) OH!

Action:

- F+J START WALKING AGAIN.

- F. PICKS UP ROCK.

JUL 07 2015

Timing:

EPISODE #

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1034/220

Production :

1034/220



# ADVENTURE TIME



No Scs 35-38

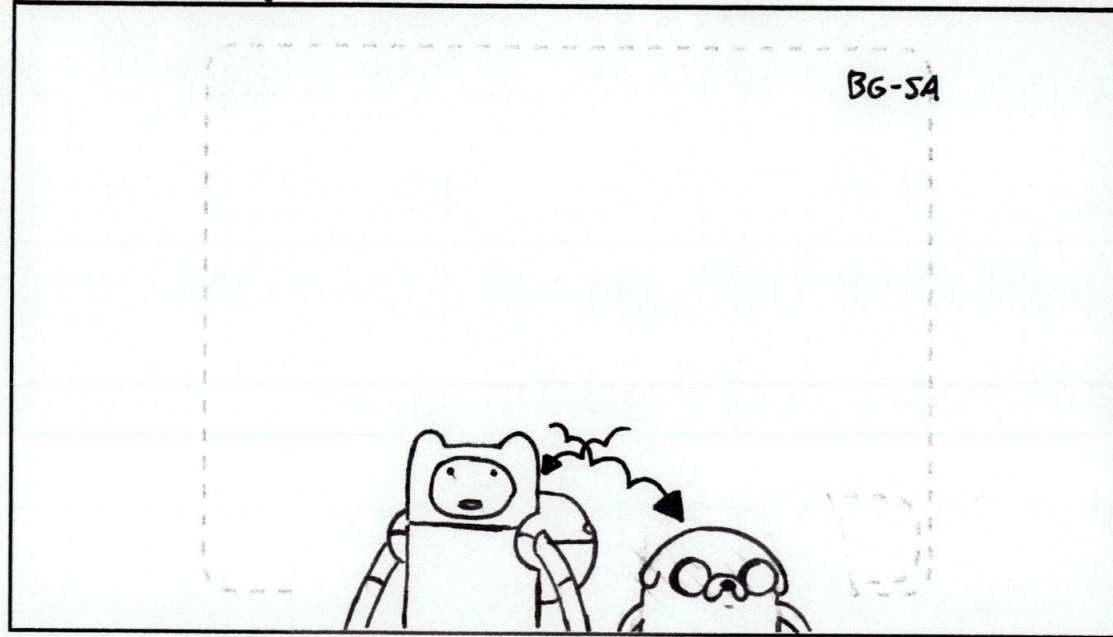
Page 51  
NO PG 52  
day night

Sc. 34 *CONT*

Pnl. D

Bg.

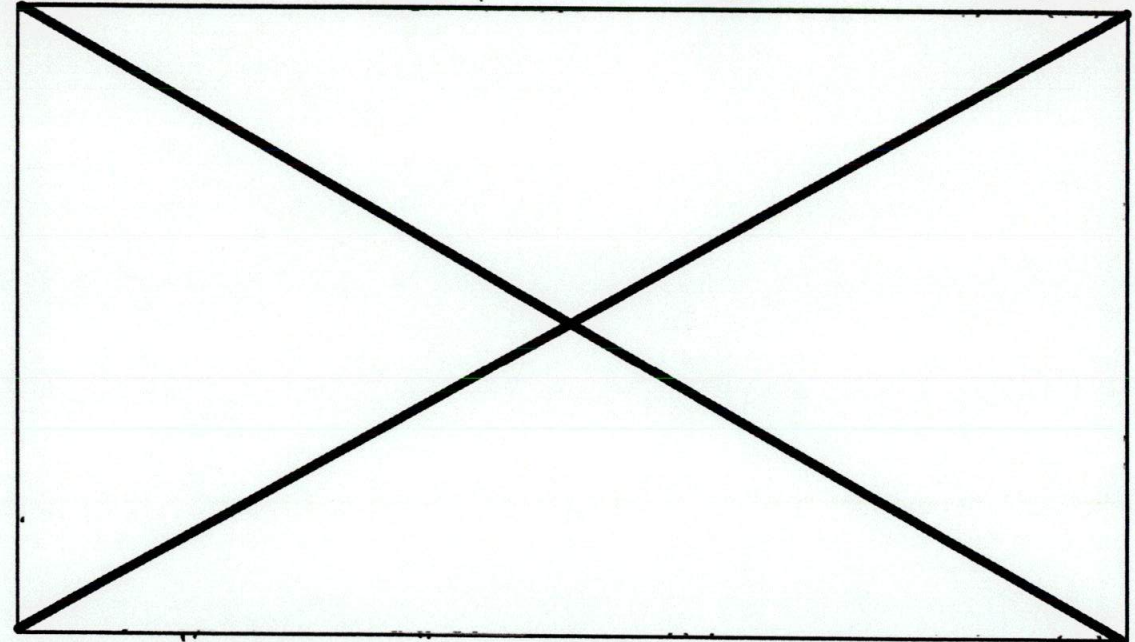
day night



Sc.

Pnl.

Bg.



Dialog:

SFX: [ NIGHT SOUNDS ]

Action:

-F+J WALK FORWARD OFF/S.

Timing:

JUL 07 2015

EPISODE #

Production :

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1034/220

1034/220

1034/220



# ADVENTURE TIME



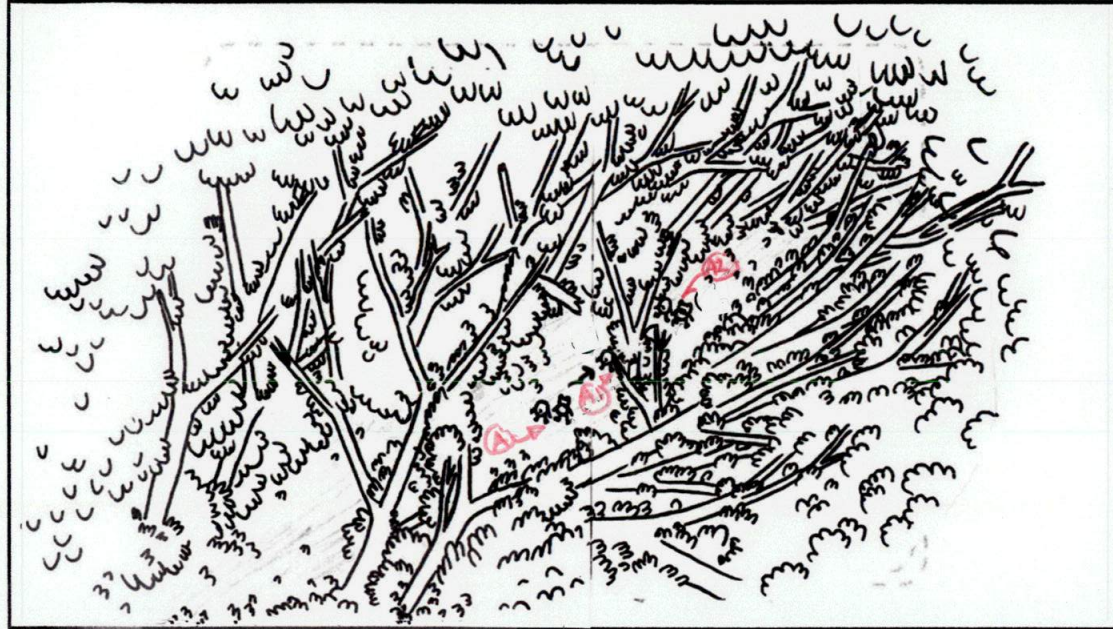
Page 53

Sc. 39

Pnl. A

Bg.

day night

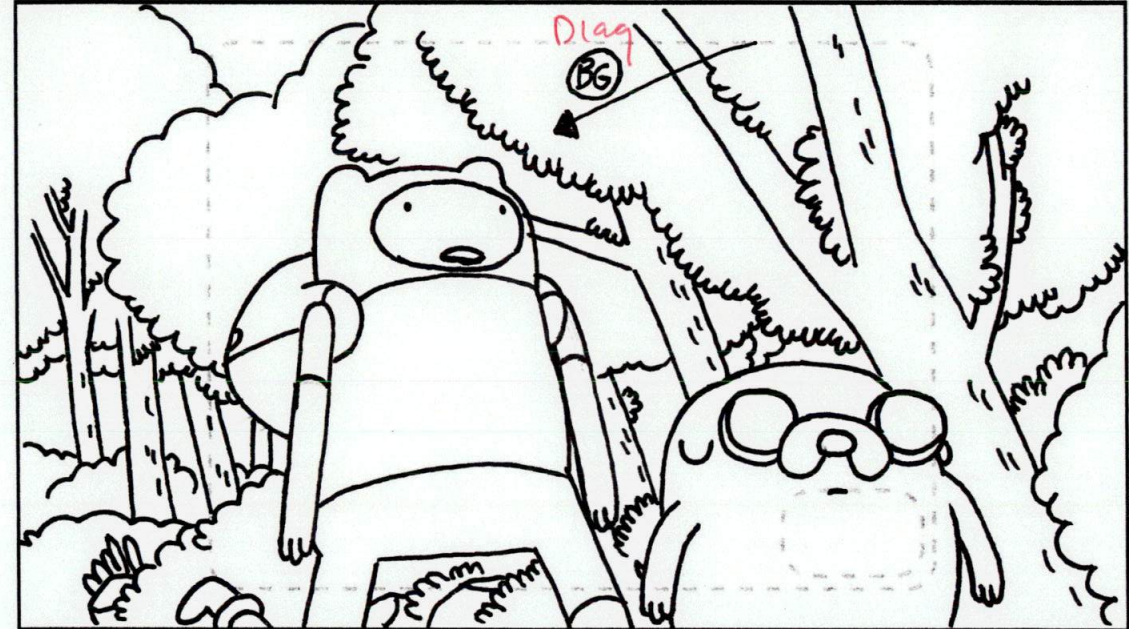


Sc. 40

Pnl. A

Bg.

day night



Dialog:

SFX: \* SINISTER MUSIC \*

Action:

- F+J WALK THROUGH EVEN  
SPOOKIER PART OF THE FOREST.

-F. IS MORE UNCERTAIN.

Timing:

JUL 07 2015

EPISODE #

1034-220

1034/220

Production :

1034/220

1034/220



# ADVENTURE TIME

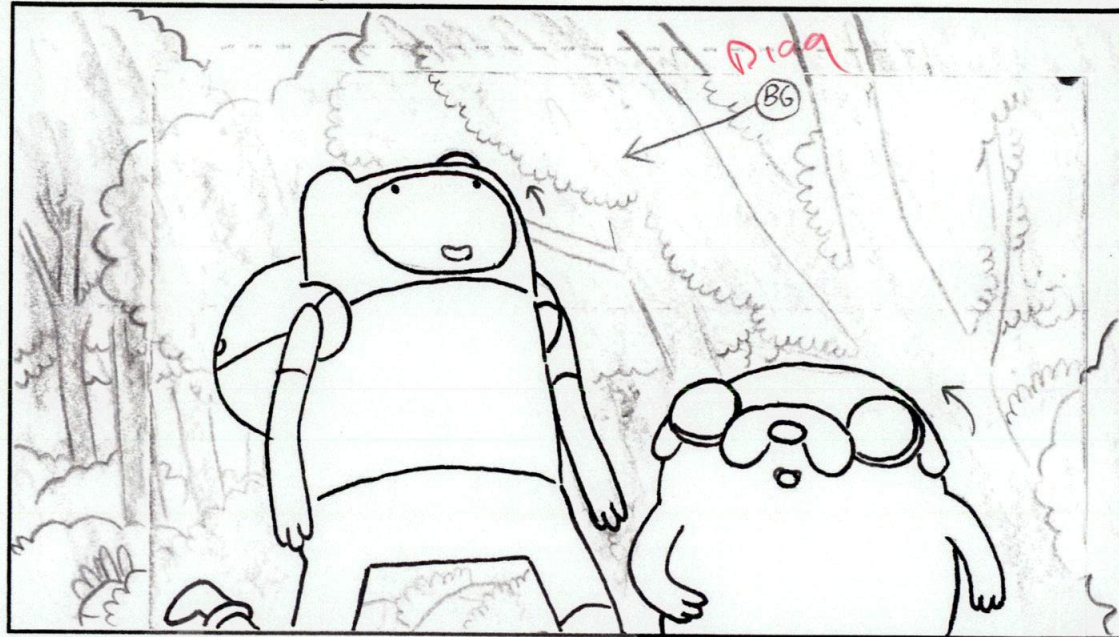


Page 54

Sc. 40 CONT Pnl. B

Bg.

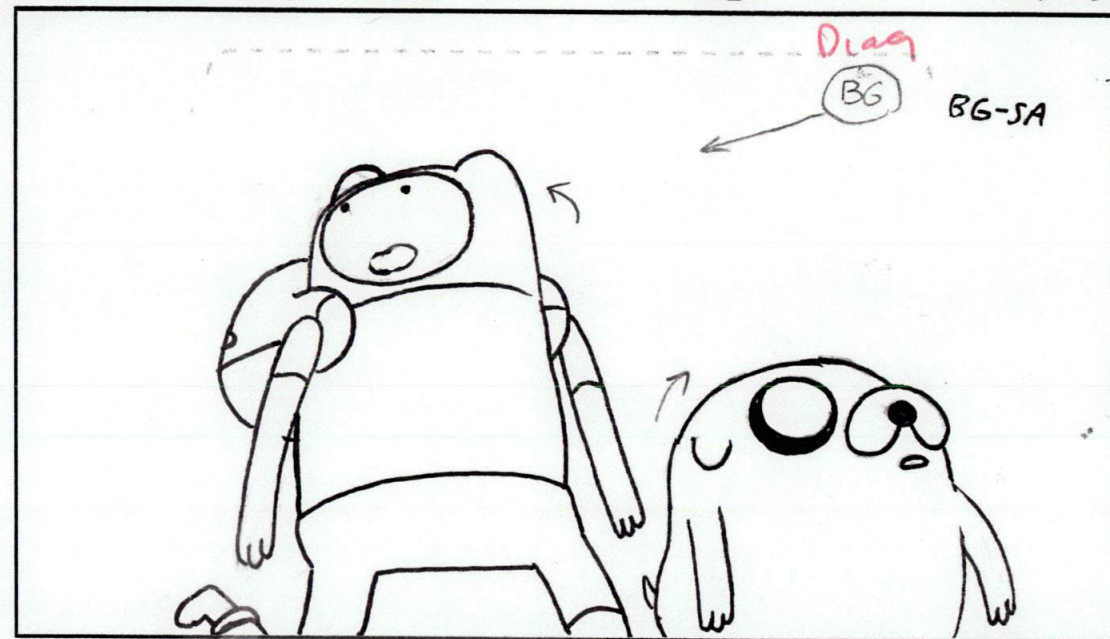
day night



Sc. 40 CONT Pnl. C

Bg.

day night



Dialog: F+J: EH-MEH-MEH

F+J: HA HA HA

Action: - Less light.  
- F+J LOOK AROUND NERVOUSLY.

- nervous laughter.

Timing:

JUL 07 2015

Production :

1034-220

EPISODE #

1034/220

1034/220

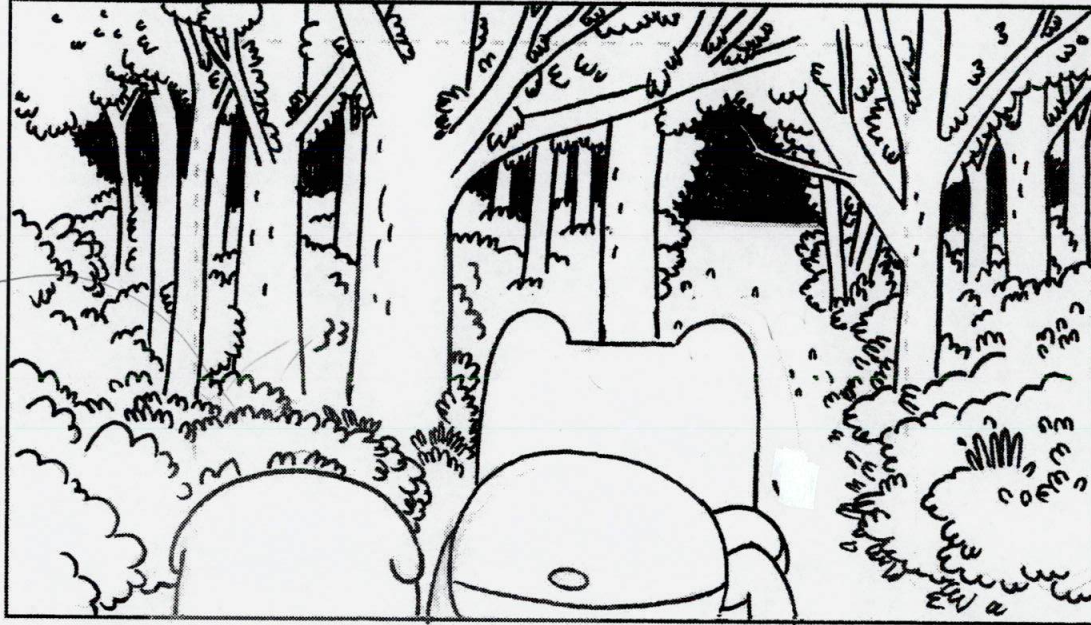


# ADVENTURE TIME

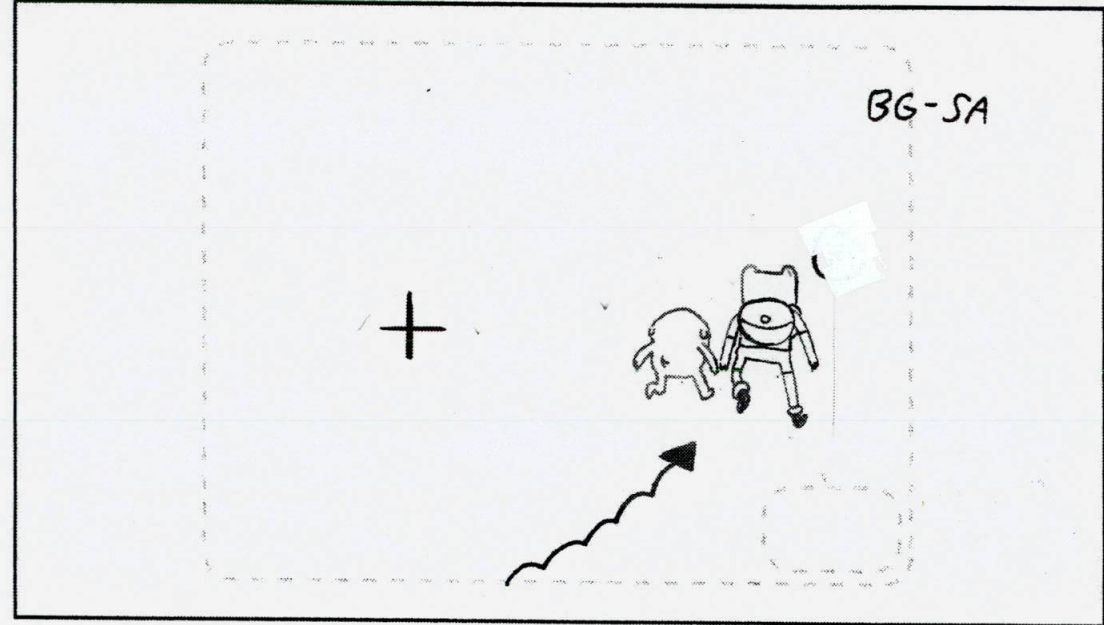


Page 55

Sc. 41 Pnl. A Bg. day night



Sc. 41 CONT Pnl. B Bg. day night



Dialog:

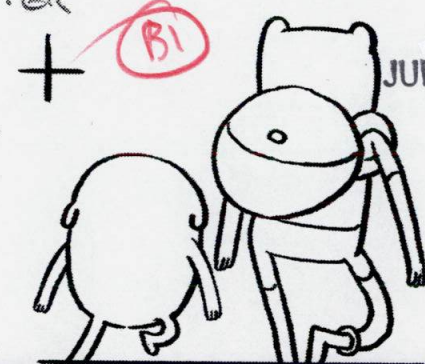
SFX: \* SINISTER FOREST SOUNDS \*

F+J: [QUICK NERVOUS LAUGHTER]

Action:

- F+J WALK A BIT FASTER

Timing:



Production :

EPISODE #

1034-220

1034/220

1034/220



1034/220

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# ADVENTURE TIME

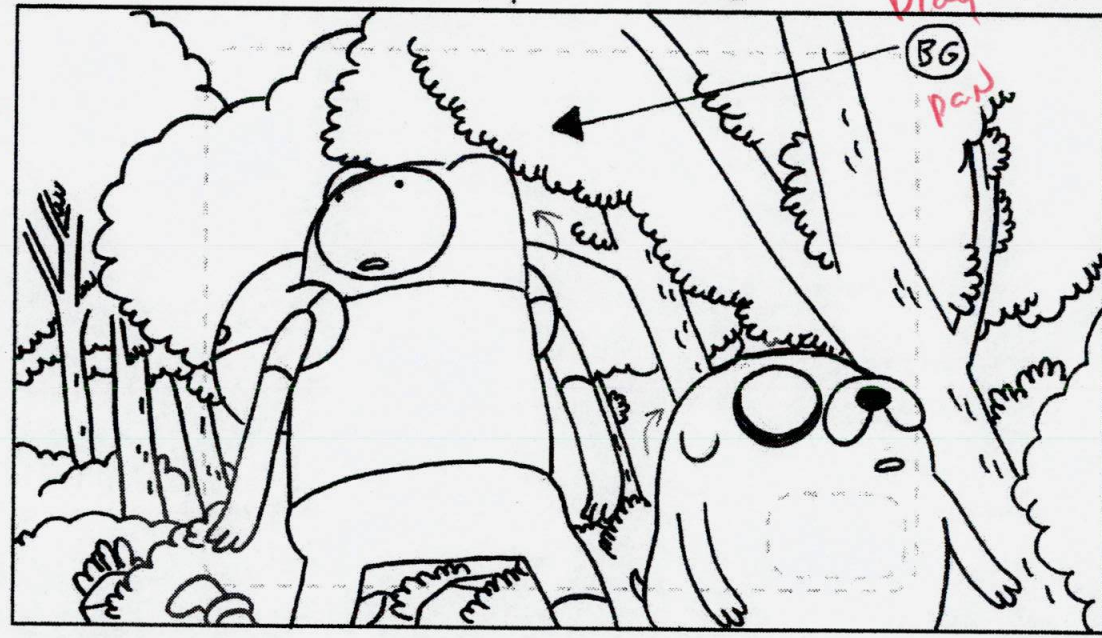


Sc. 42

Pnl. A

Bg.

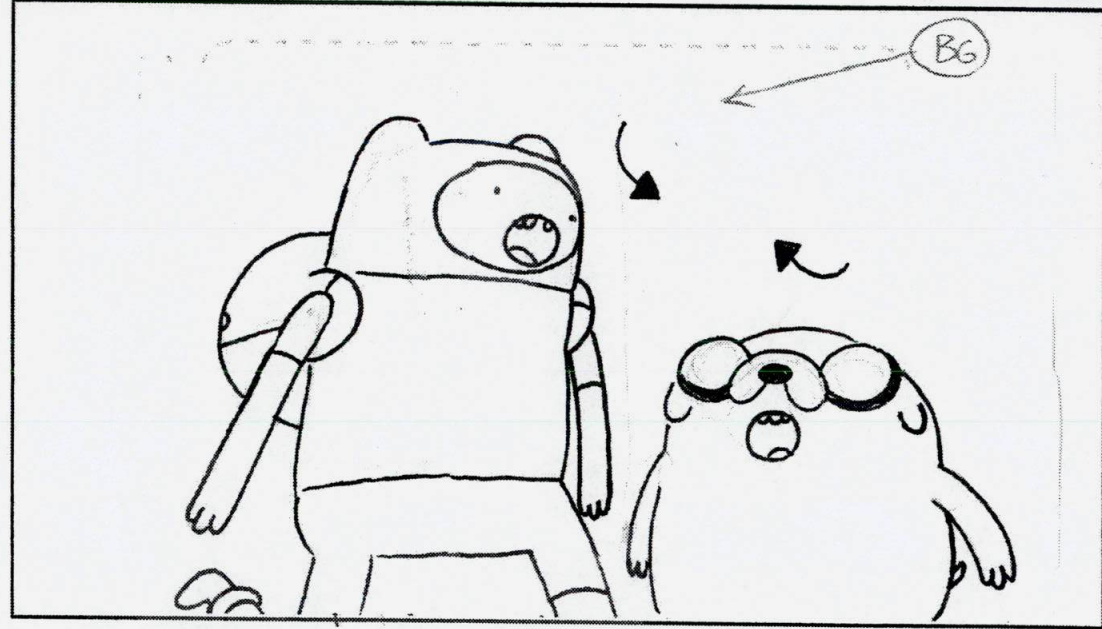
day night



Sc. 42 CONT

Pnl. B

Bg.



Page 56  
56A NEXT  
day night

Dialog:

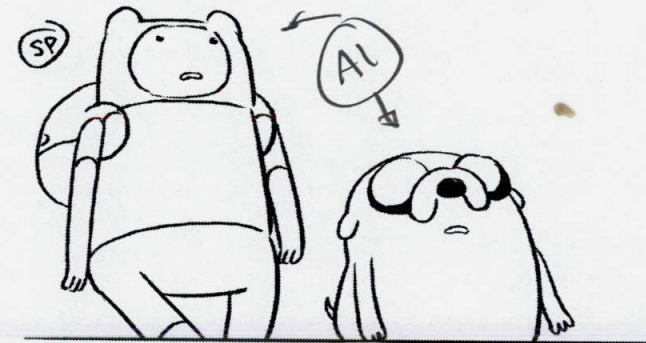
F: IS THIS CREEPING YOU OUT?  
(OVERLAPPING)  
J: IS THIS CREEPING ME OUT?

Action:

-F+J BOTH SEEM FREAKED OUT.

-F+J LOOK AT EACH OTHER SUDDENLY.

Timing:



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Production :

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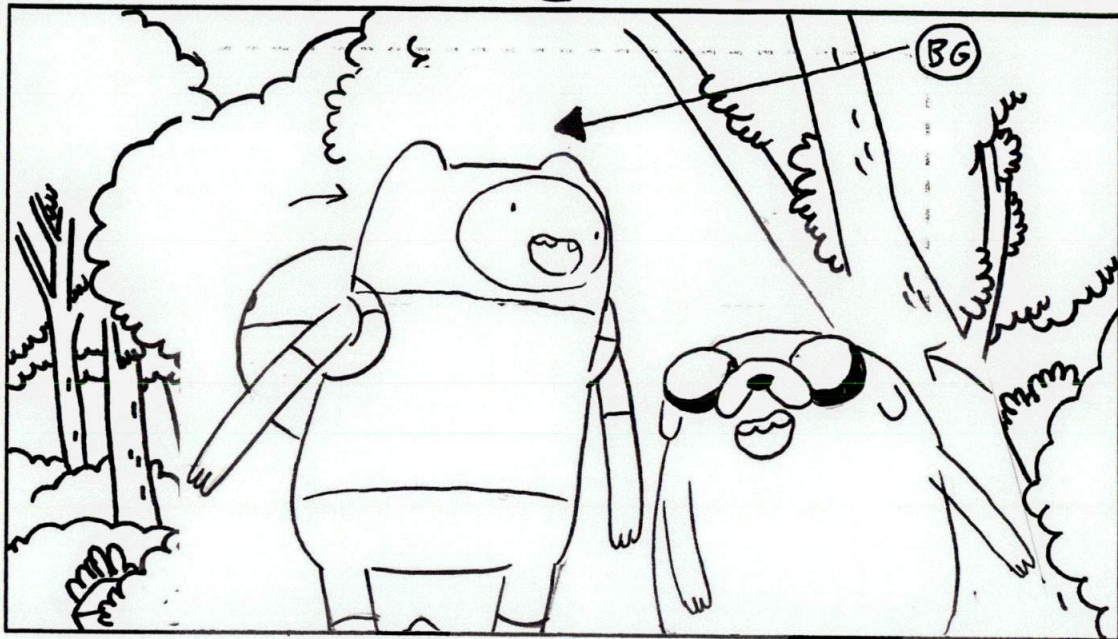
1034/220



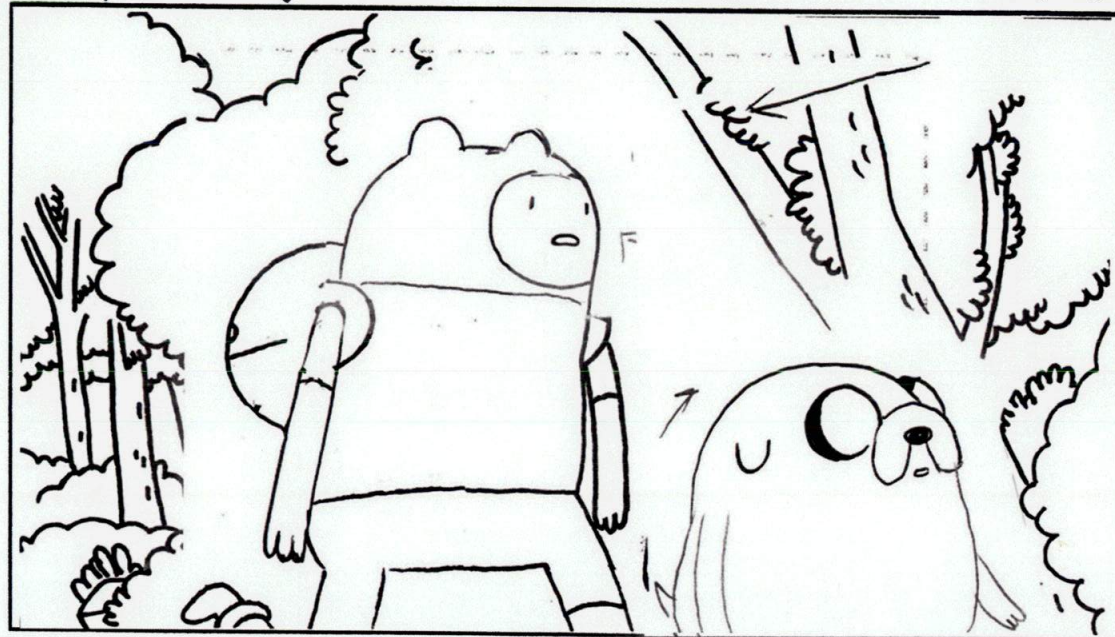
# ADVENTURE TIME



Sc. 42 CONT Pnl. C Bg. day night



Sc. 42 CONT Pnl. D Bg. day night



Dialog:

J+F: HA!

Action:

- F+J LOOK OFF TO THE RIGHT

JUL 07 2015

Timing:

Page 56A  
57 NEXT

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Production :

1034/220

1034, 220



# ADVENTURE TIME



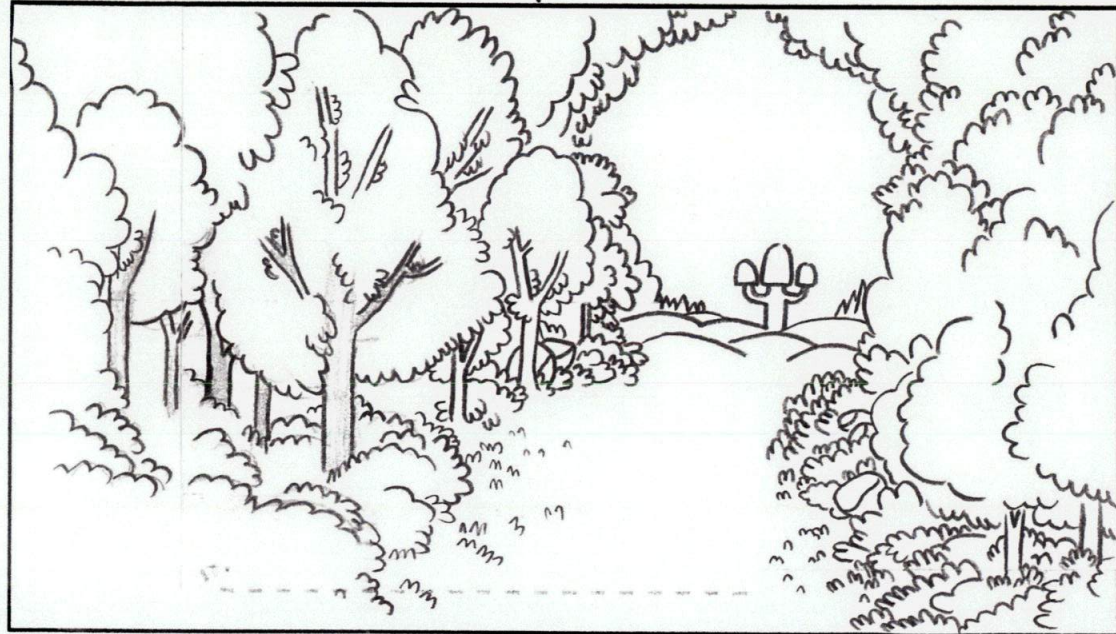
Page 57

Sc. 43

Pnl. A

Bg.

day night

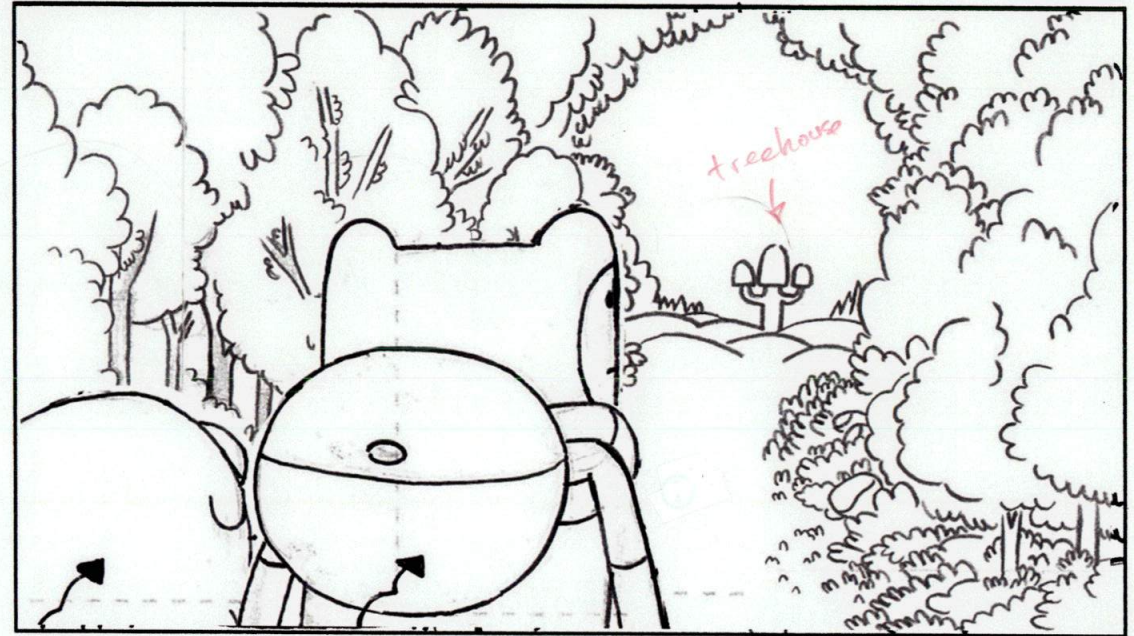


Sc. 43 cont

Pnl. B

Bg.

day night

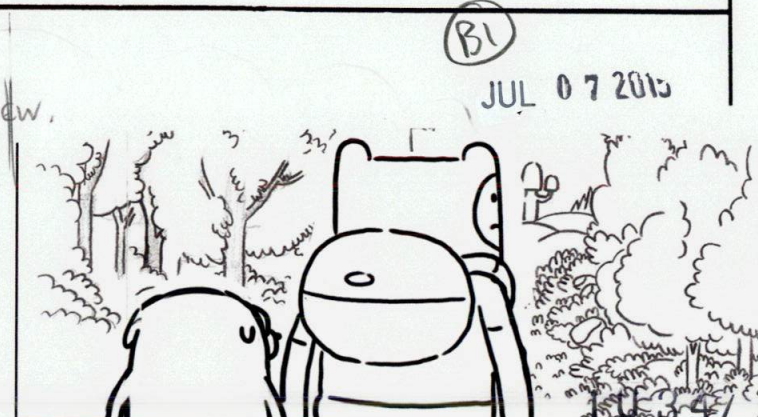


Dialog:

Action:

- F+J WALK ON/S.  
- THE TREEHOUSE IS IN VIEW.

Timing:



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1034/220

Production :

1034/220



# ADVENTURE TIME



Page 58

Sc. 44

Pnl. A

Bg.

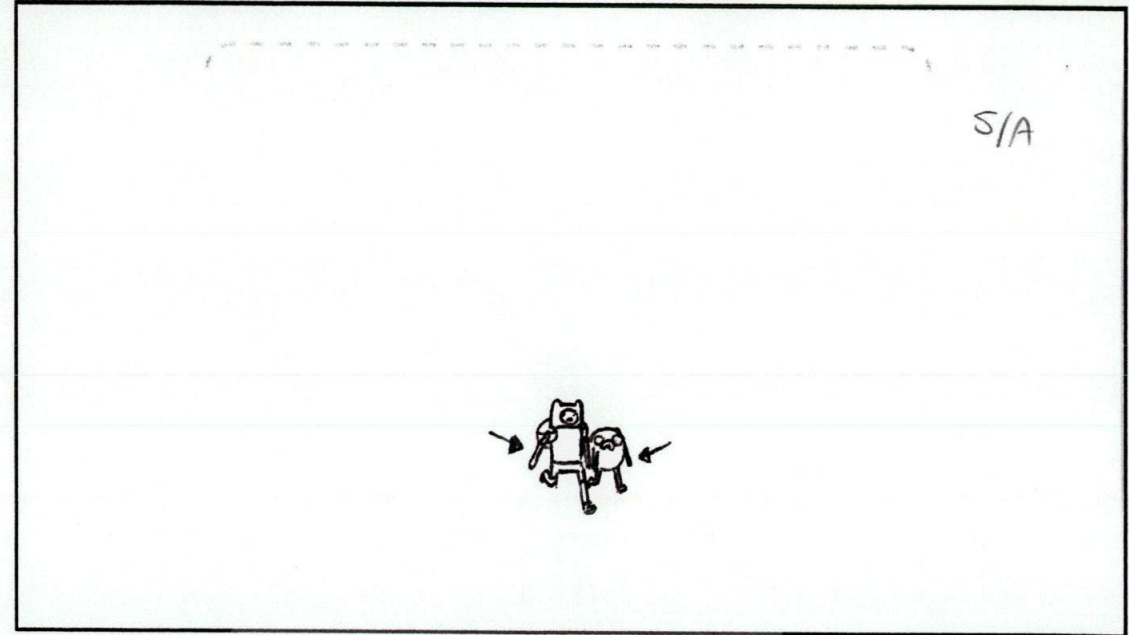
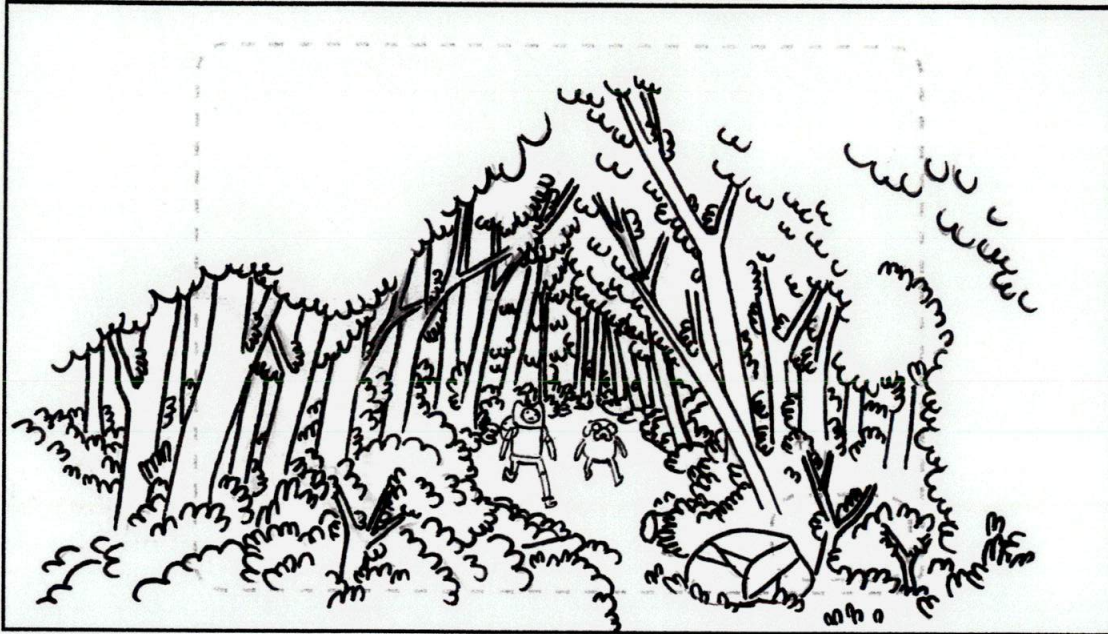
day night

Sc. 44 CONT

Pnl. B

Bg.

day night



Dialog:

SFX: \* CREEPY RUSTLING \*

Action:

-F+J WALK CLOSER TOGETHER.

JUL 07 2015

Timing:

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1034/220

Production :

1034/220

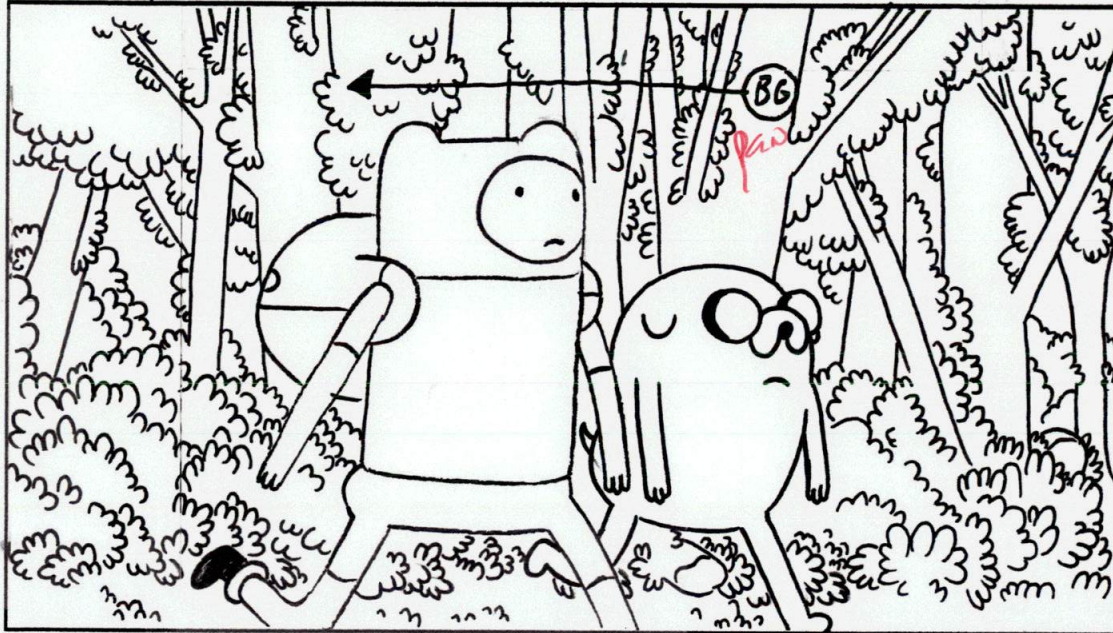


# ADVENTURE TIME

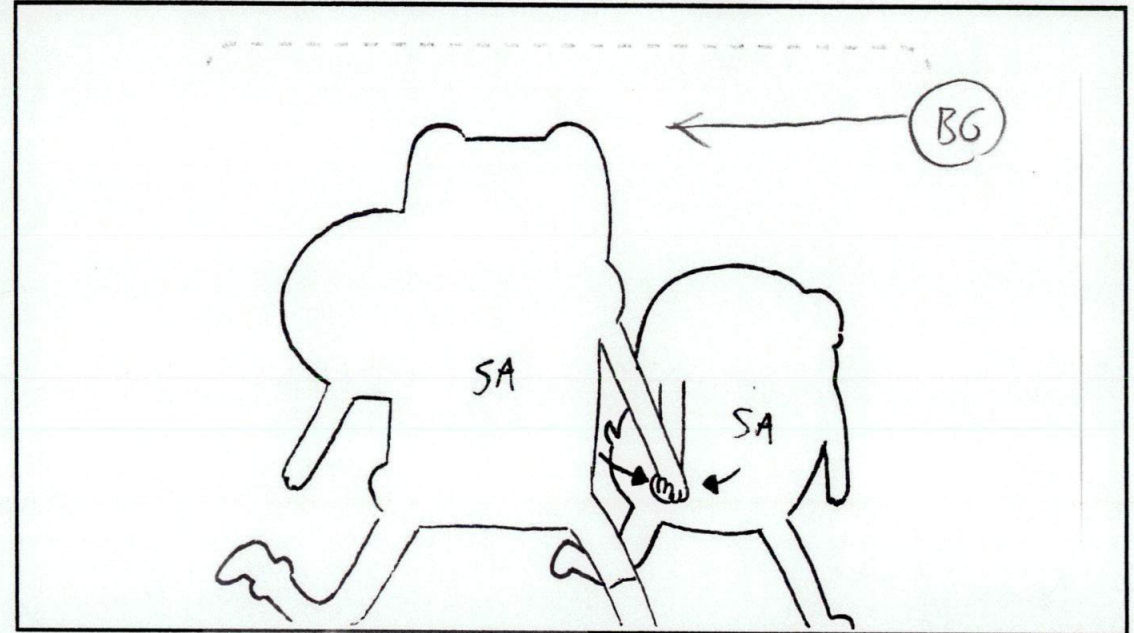


Page 59

Sc. 45 Pnl. A Bg. day night



Sc. 45 cont Pnl. B Bg. day night



Dialog:	
<p><u>SFX</u>: * QUICK FOOTSTERS * FOLLOWING THEM</p>	
Action:	F+J hold hands.
Timing:	JUL 07 2015

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Production :

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1034/220



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# ADVENTURE TIME

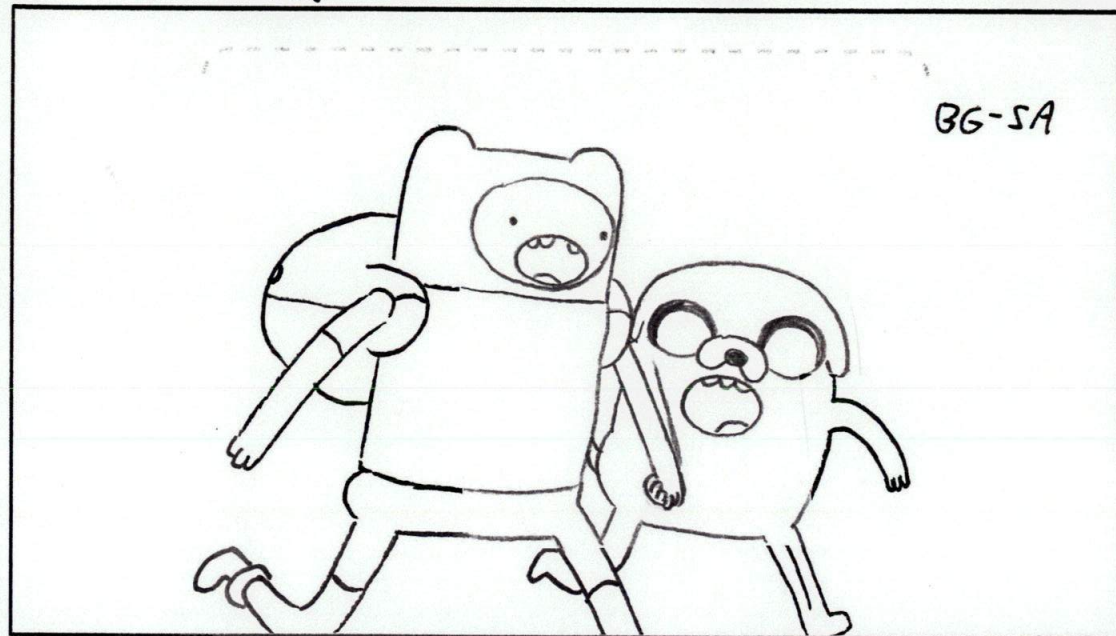


Page 60

Sc. 45 CONT Pnl. C

Bg.

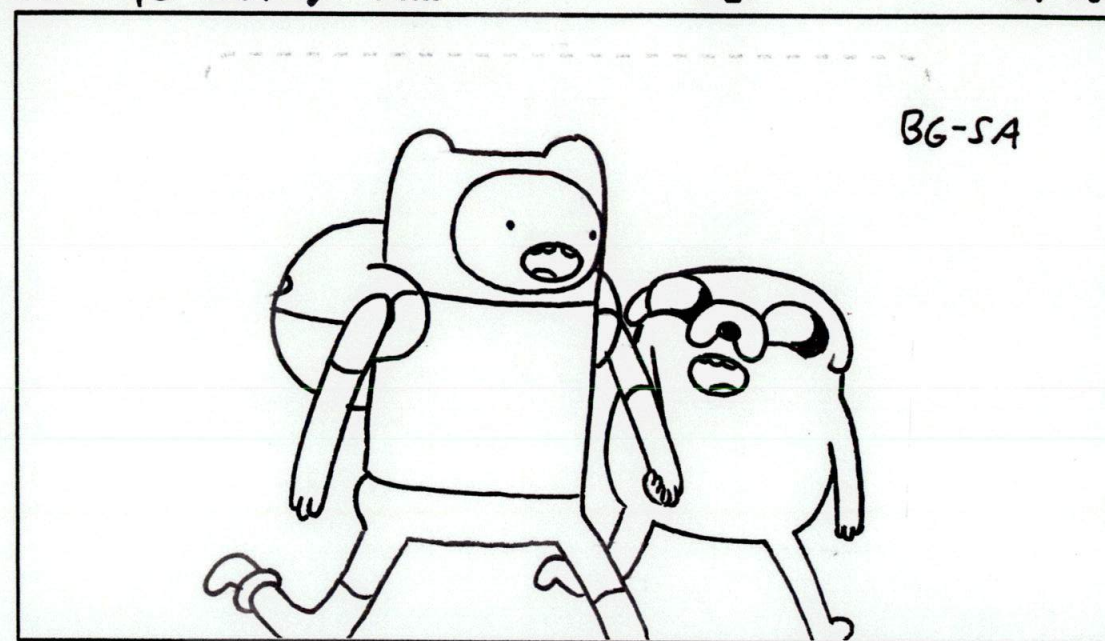
day night



Sc. 45 CONT Pnl. D

Bg.

day night



Dialog:

F: Ahh!

J: WHOA!

F+J: Can I hold your hand?

Action:

-F+J HOLD HANDS.

Timing:

JUL 07 2015

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Production :

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1034/220



# ADVENTURE TIME

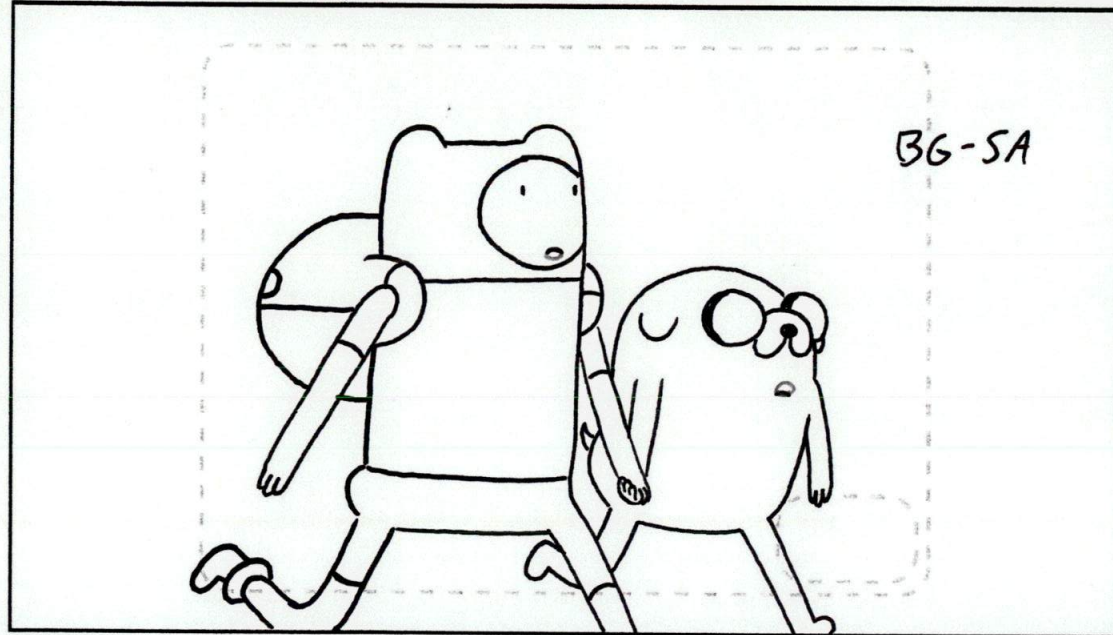


Page 61  
day night

Sc. 45 CONT Pnl. E

Bg.

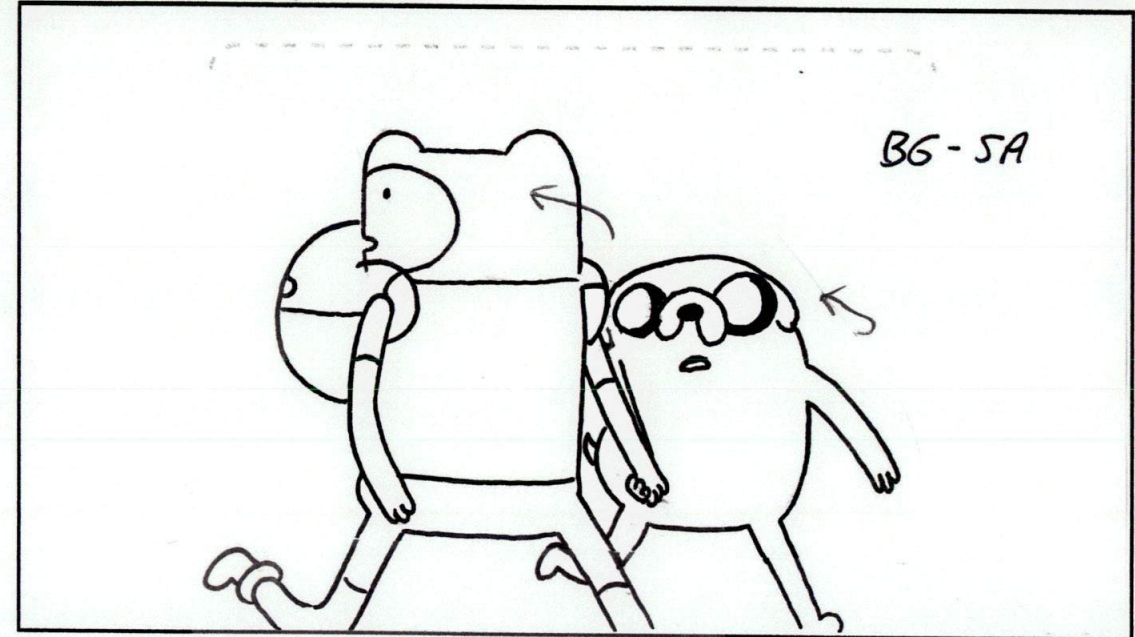
day night



Sc. 45 CONT Pnl. F

Bg.

day night



Dialog:

(SIMULTANEOUS)  
F+J: YES.

Action:

- F+J LOOK OVER THEIR SHOULDERS

JUL 07 2015

Timing:

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Production :

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ADVENTURE TIME

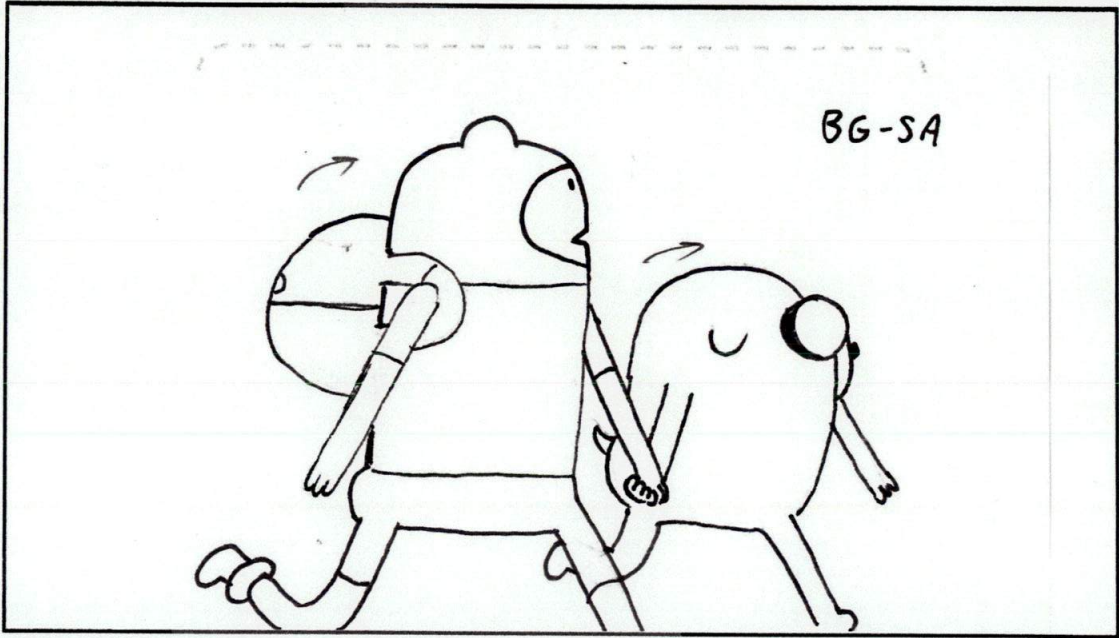


Page 62

Sc. 45 CONT Pnl. G

Bg.

day night

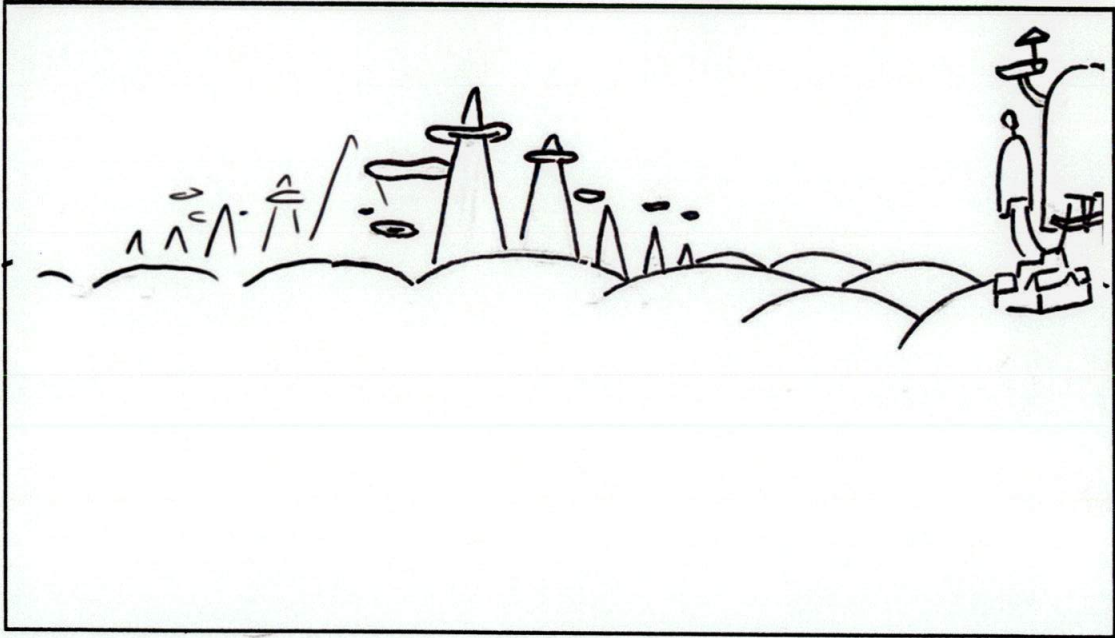


Sc. 46

Pnl. A

Bg.

day night



Dialog:	
Action:	- EXT Tree house.
Timing:	JUL 07 2015

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Production :

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1034/220

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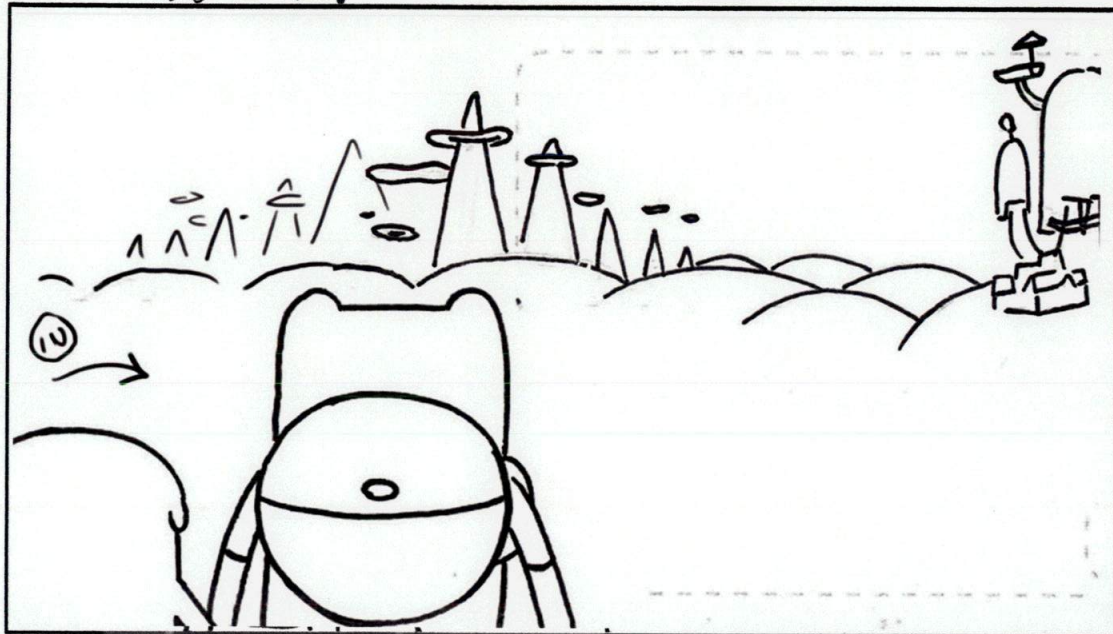
# ADVENTURE TIME



Sc. 46 CONT Pnl. B

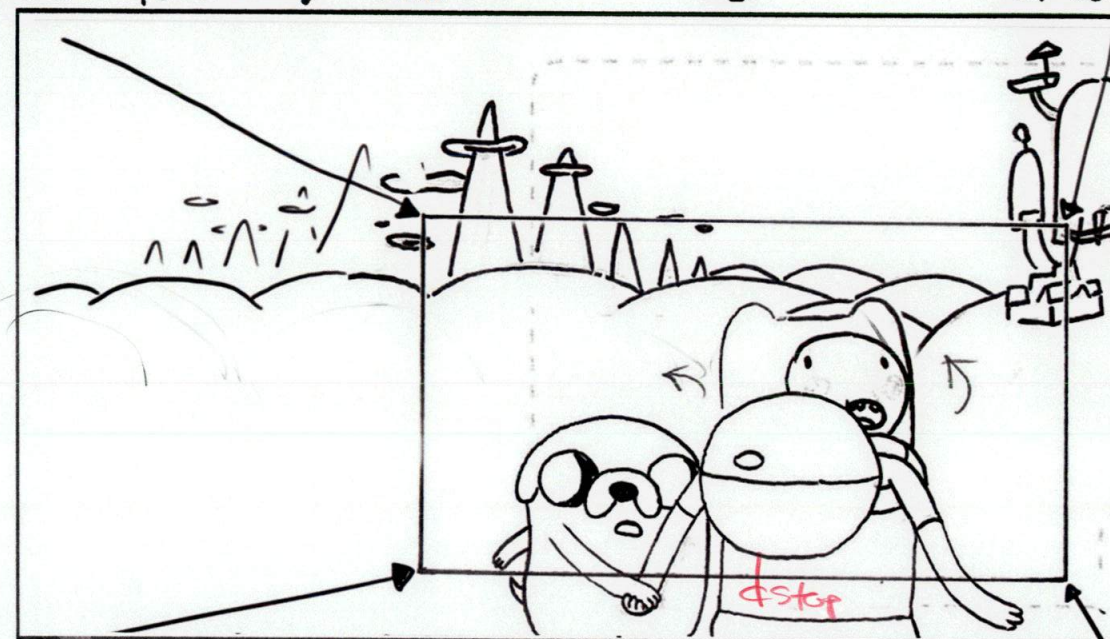
Bg.

day night



Sc. 46 CONT Pnl. C

Bg.



Dialog:

SFX: \* STRONG WIND \*  
RUNNING FOOTSTEPS

diag truck  
IN

Action:

-F+J WALK ON/S.

-F+J LOOK BACK

-TRUCK IN ON F+J (POV-STYLE)

Timing:

JUL 07 2015

Production :

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1034/220

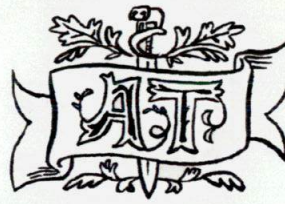
Page 63  
63A NEXT  
day night

1034/220



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# ADVENTURE TIME

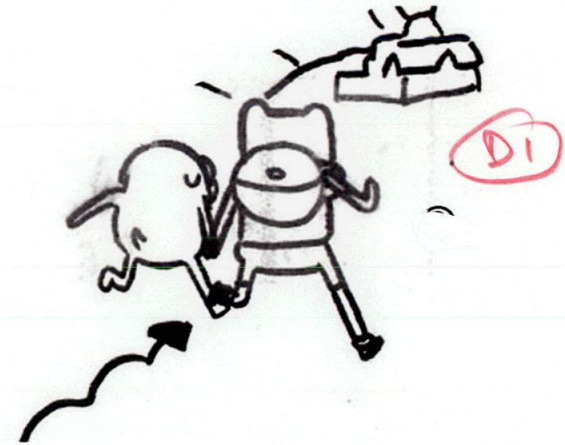
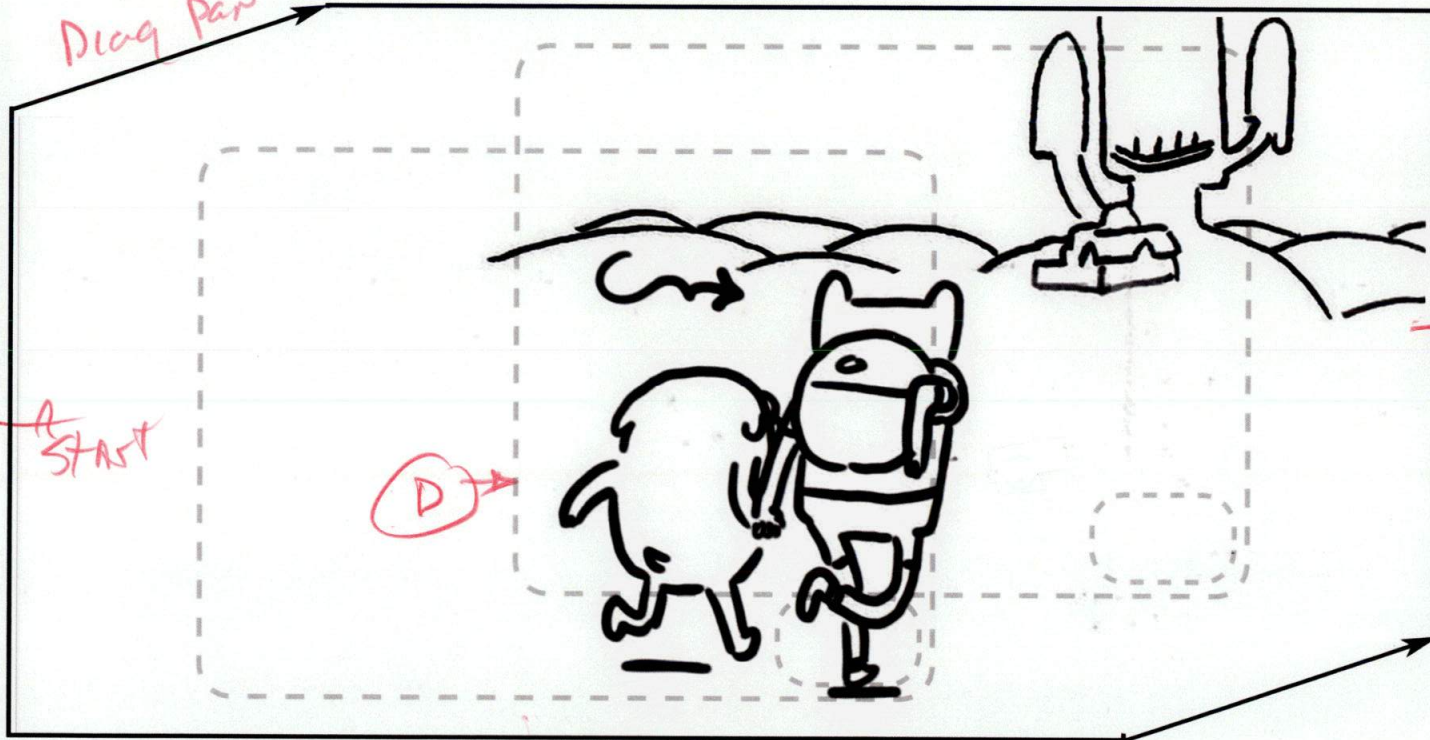


Sc. 46 *CONT*

Bg.

day night

Page 63A  
*64NEXT*



Dialog:
Action:
JUL 07 2015
Timing:

EPISODE #

Production:

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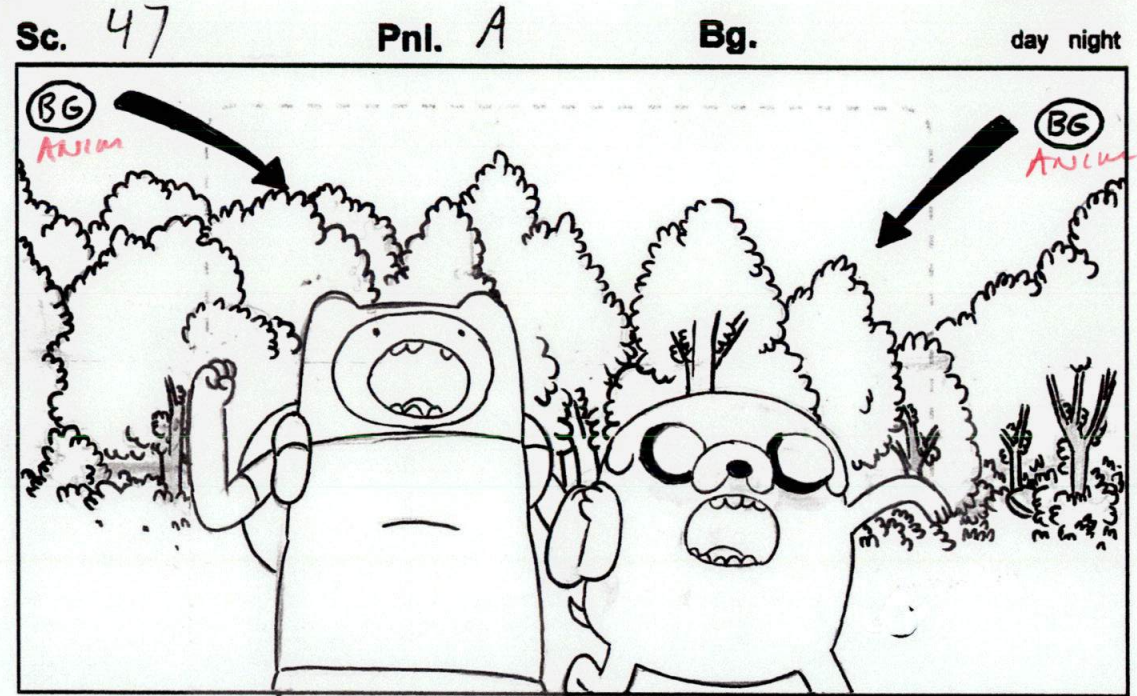
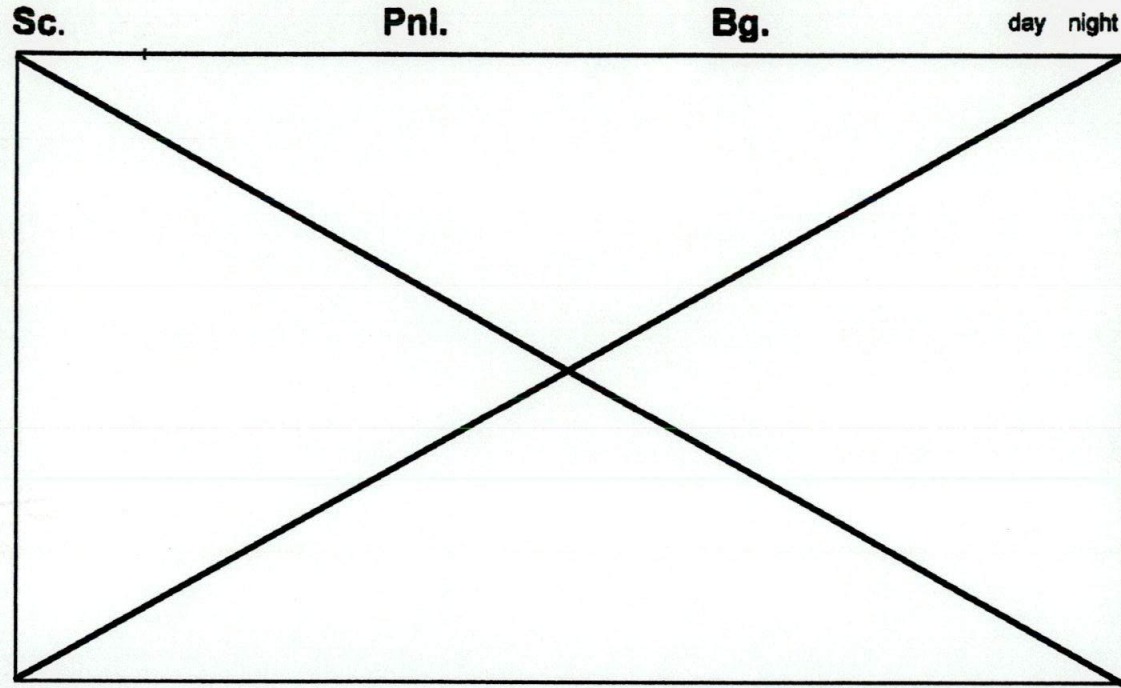
1034/220



# ADVENTURE TIME



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**Dialog:**

F+J : [ SCARED BREATHING ]

**Action:**

- F+J running.

**Timing:**

JUL 07 2015

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EPISODE #

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Production :

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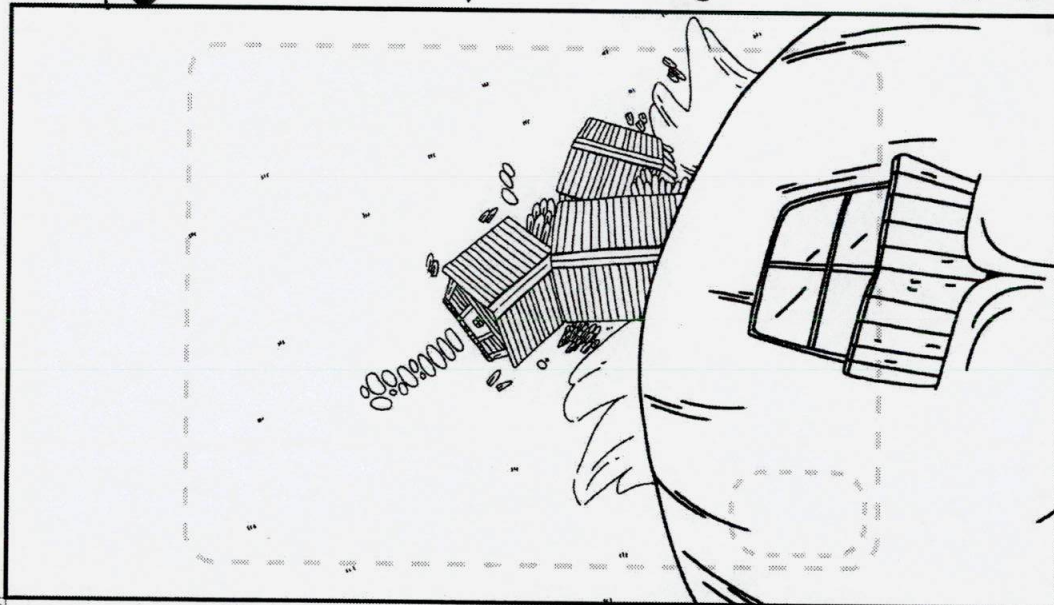


# ADVENTURE TIME

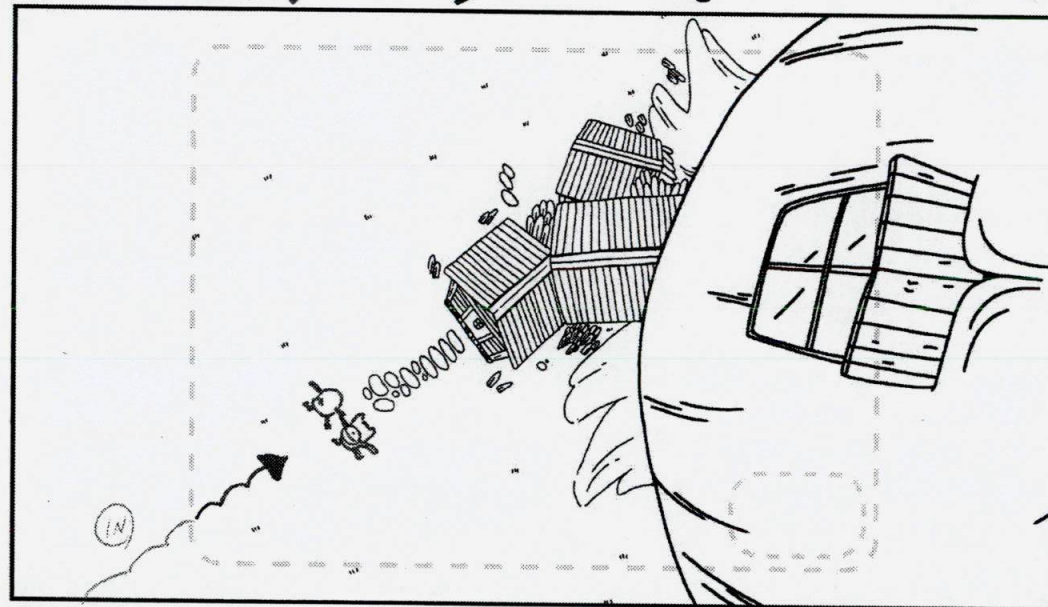


Page 65

Sc. 48 Pnl. A Bg. day night



Sc. 48 *CONT* Pnl. B Bg. day night



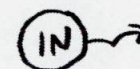
Dialog:

Action:

- F+J RUN TOWARDS DOOR,

JUL 07 2015

Timing:



1034-220

EPISODE #

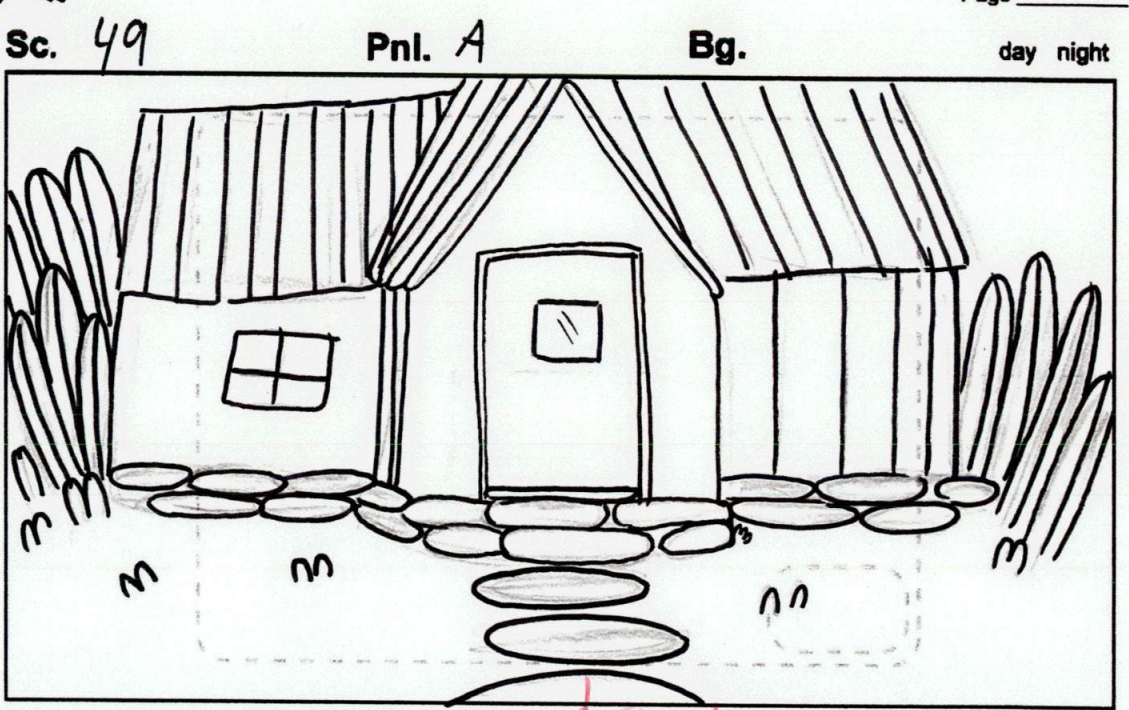
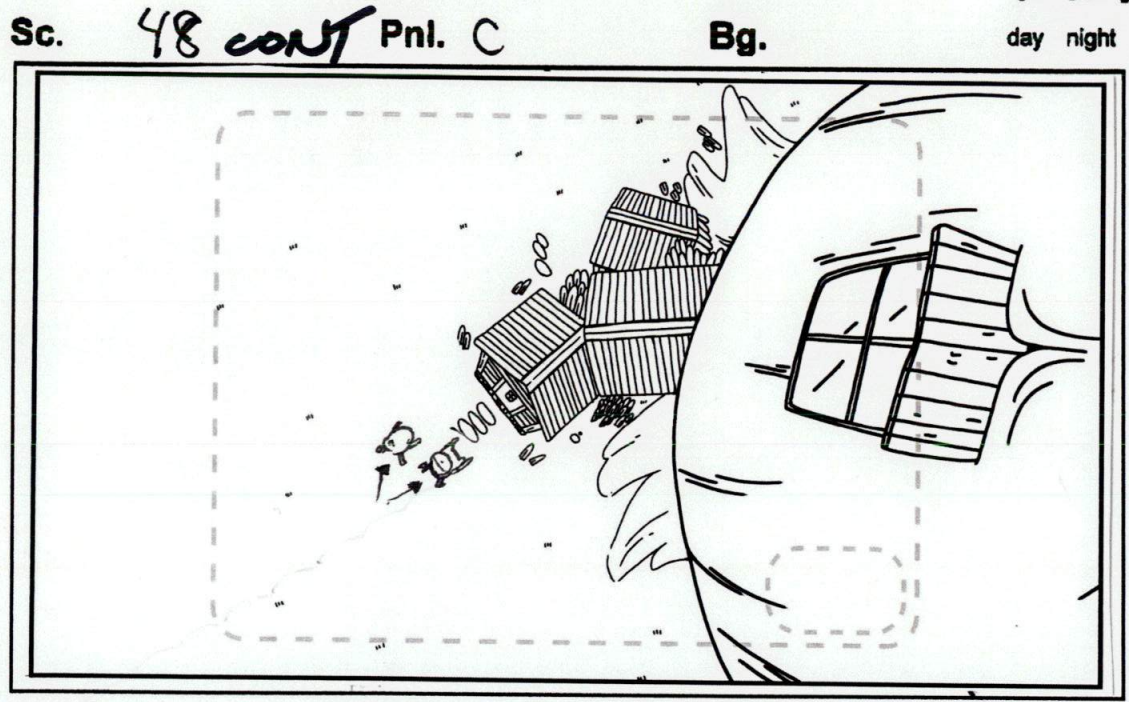
1034/220

Production:

1034/220



ADVENTURE TIME



Dialog:	BG w/ TI level	chars level
Action:	BI - pac SET-UP	
Timing:	JUL 07 2015	

1034/220

EPISODE # 1034-220

Production :

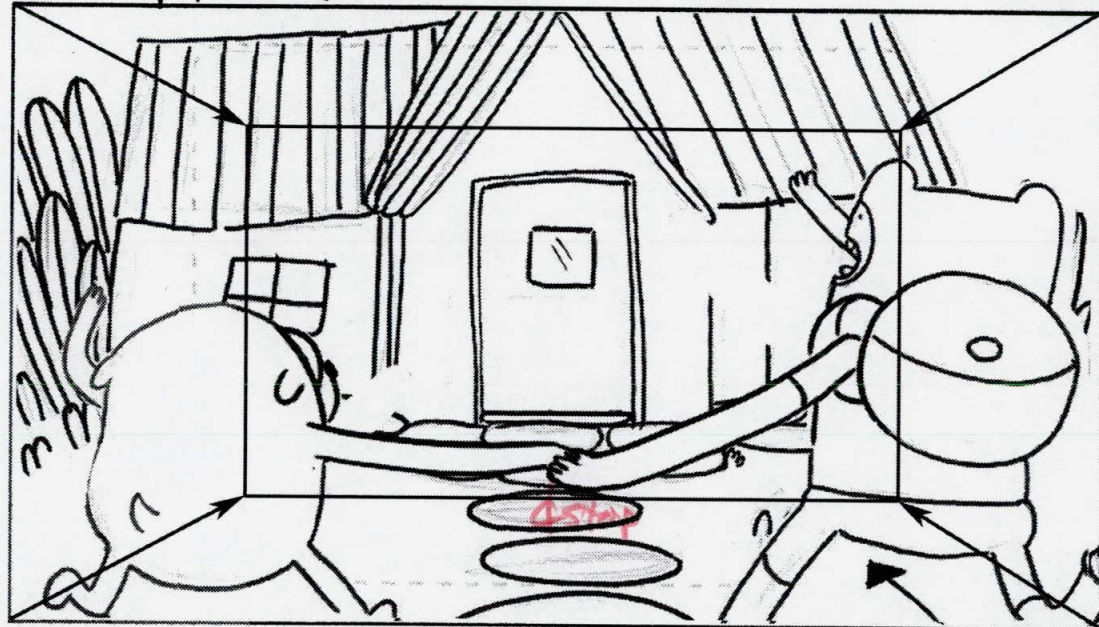


# ADVENTURE TIME

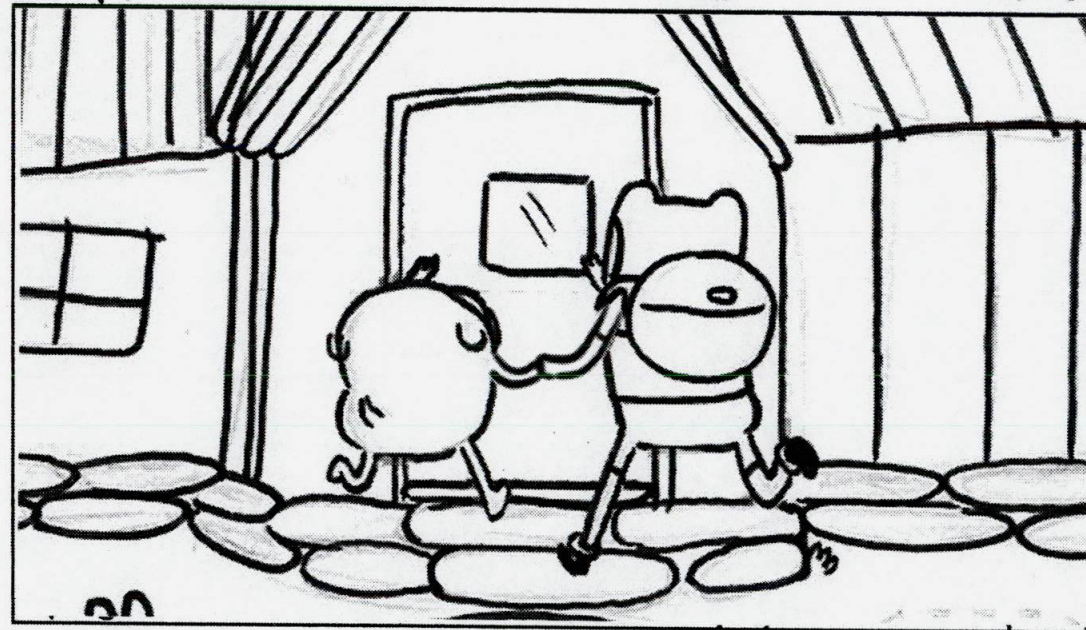


Page 67

Sc. 49 cont Pnl. B Bg. day night



Sc. 49 cont Pnl. C Bg. day night



Dialog:

*Big Pac set-up*

*\* WIND / FOOTSTEPS \**

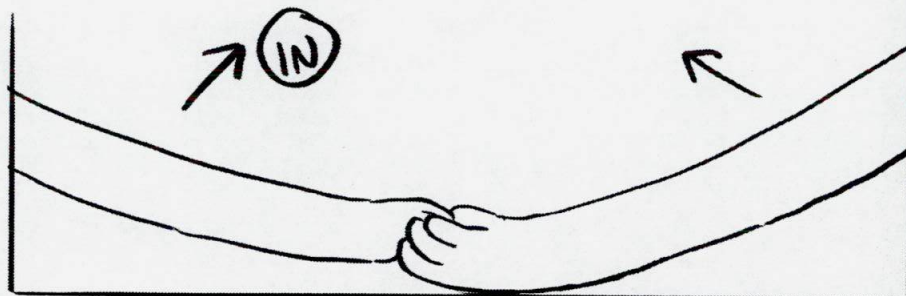
Action:

*-F+J RUN ON/S.*

*-TRUCK IN (POV) ON F+J.  
AS THEY HEAD TOWARDS DOOR*

JUL 07 2015

Timing:



*(BL)*

EPISODE # 1034-220

Production :

1034/220

1034/220

1034/220

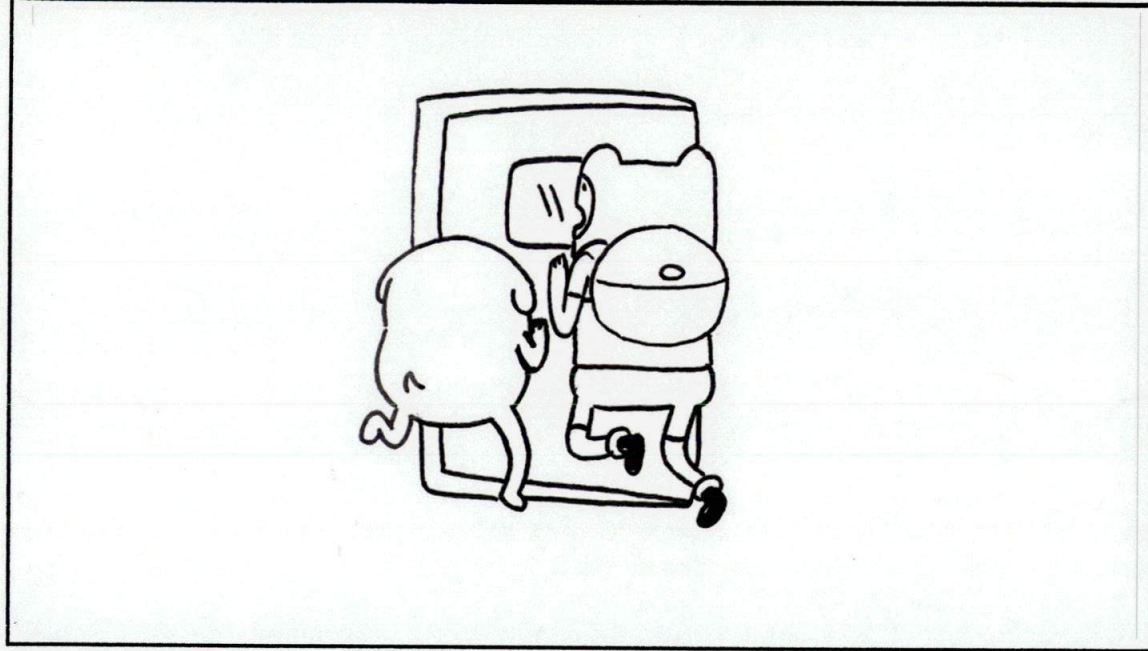


# ADVENTURE TIME

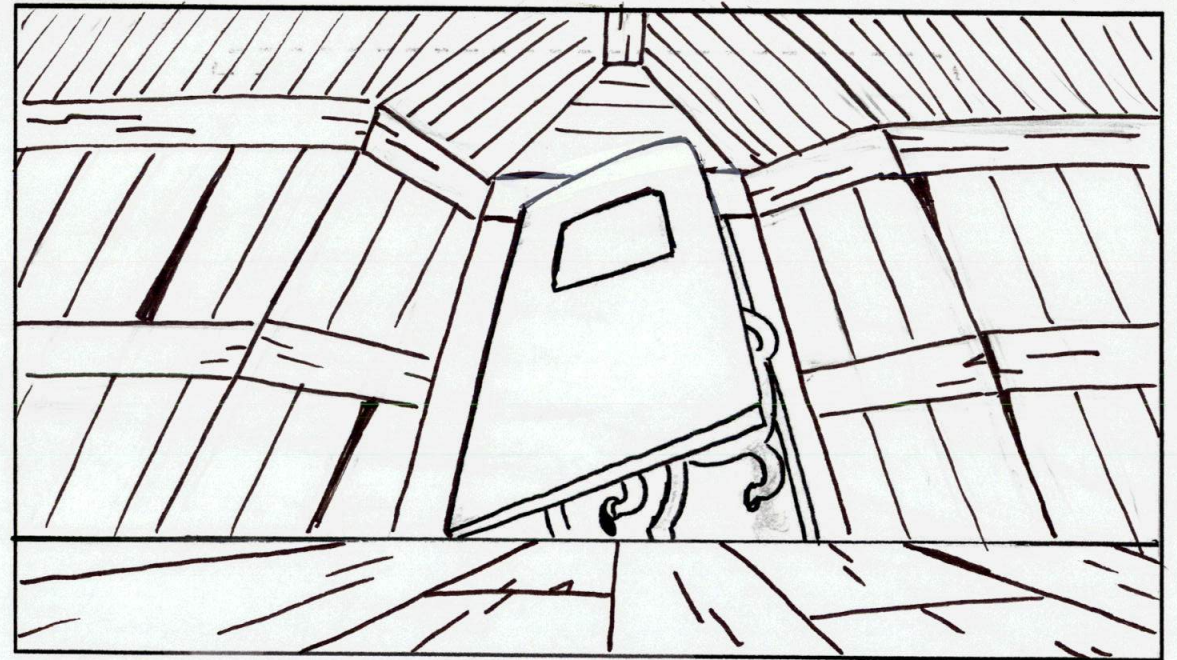


Page 68

Sc. 49 *CONT* Pnl. 0 Bg. day night



Sc. 50 Pnl. A Bg. day night



Dialog:

SFX: \* WHAM ! \*

Action:

- F+J BARGE IN THROUGH DOOR.

JUL 07 2015

Timing:

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Production :

1034 / 220

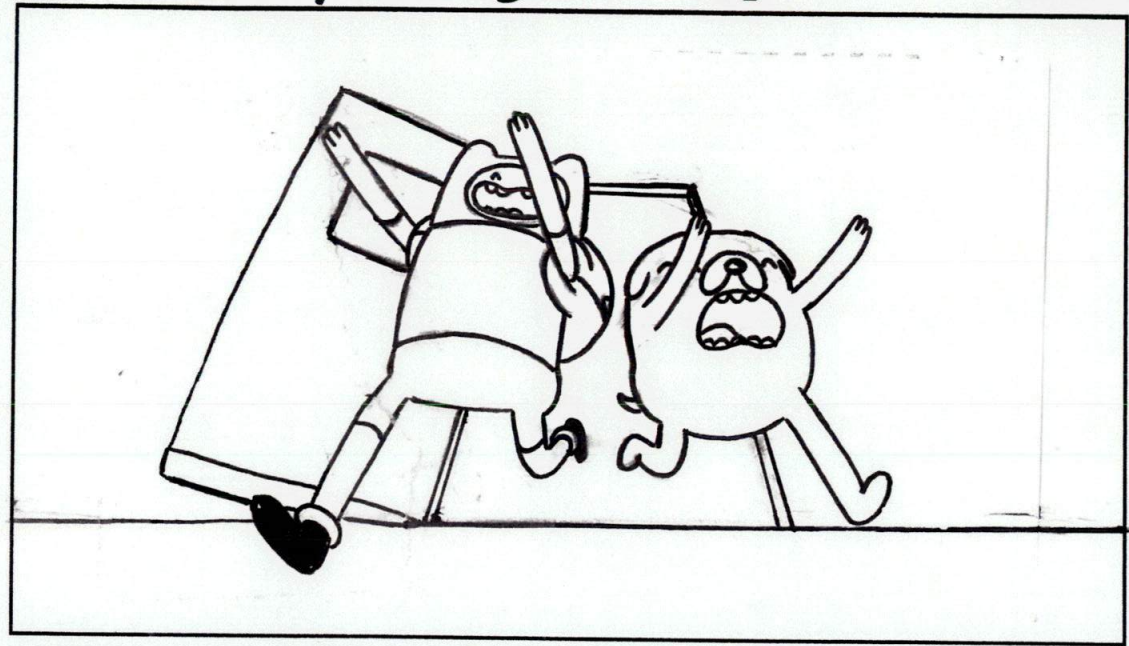


# ADVENTURE TIME

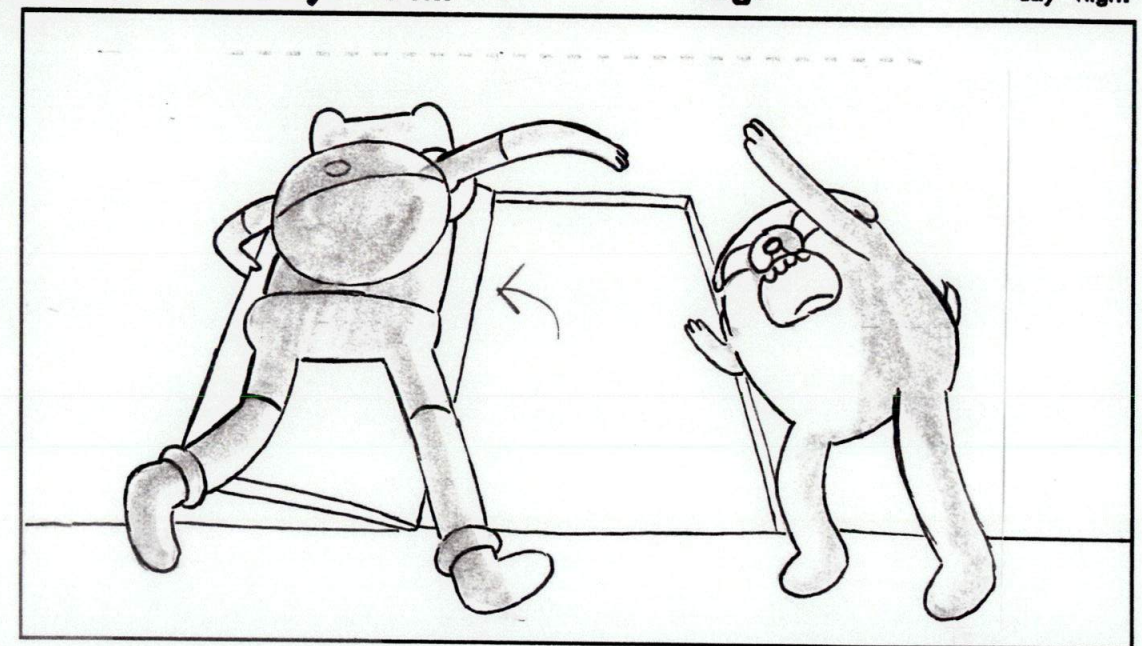


Page 69

Sc. 50 cont Pnl. B Bg. day night



Sc. 50 cont Pnl. C Bg. day night



Dialog:	<u>F+J</u> : AH! AH! AAH!!
Action:	- F+J RUN INSIDE TREAS
Timing:	JUL 07 2015

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EPISODE #

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Production :

1034/220

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# ADVENTURE TIME

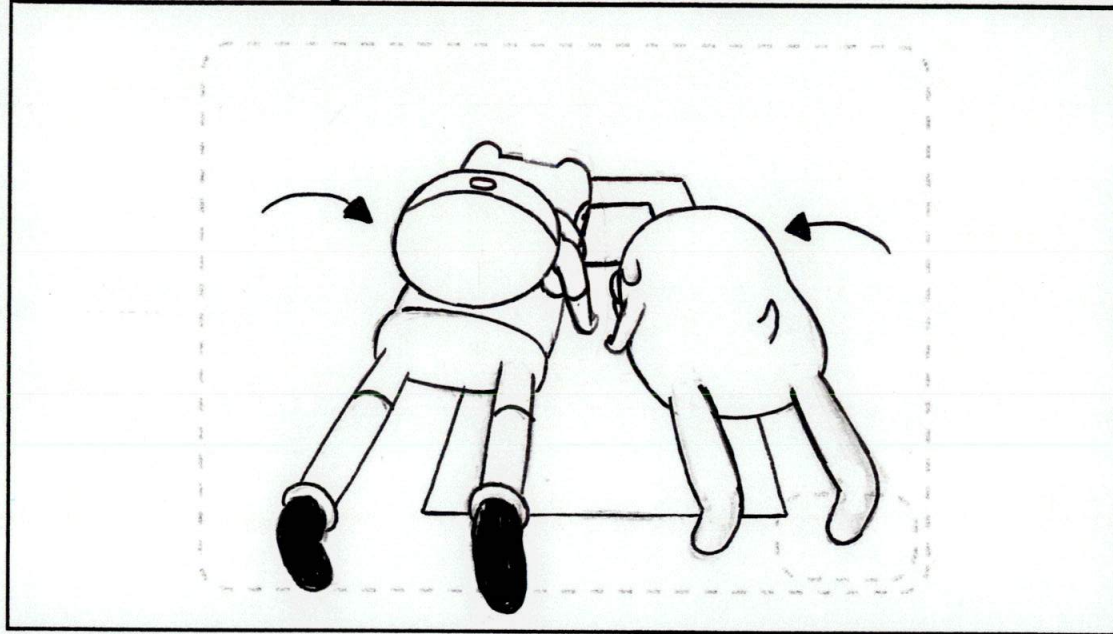


Page 70

Sc. 50 CONT Pnl. D

Bg.

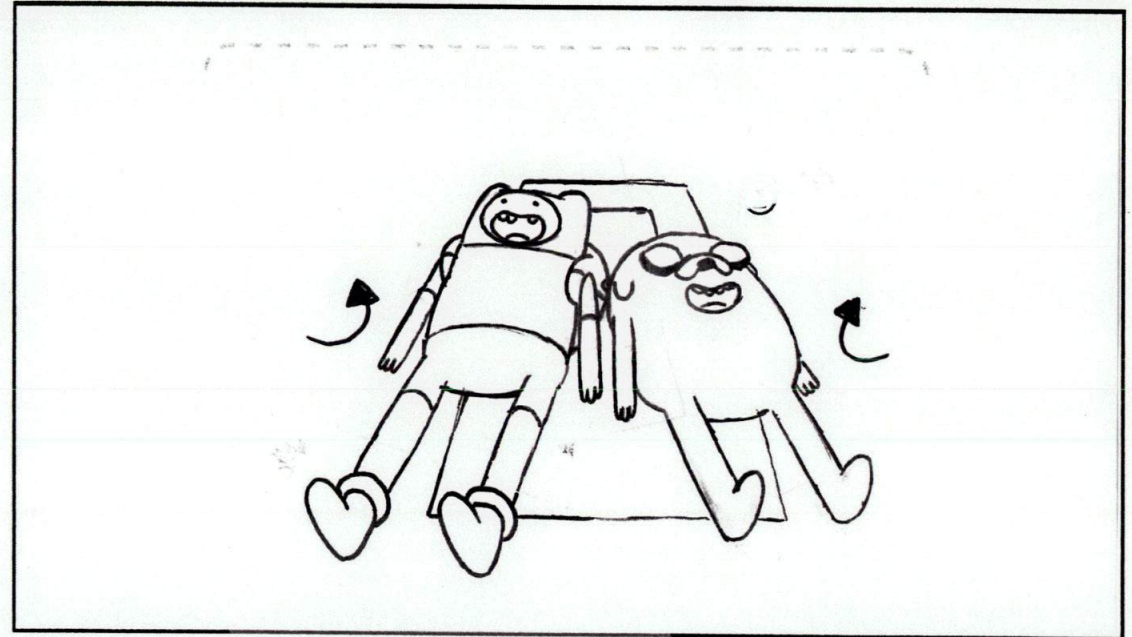
day night



Sc. 50 CONT Pnl. E

Bg.

day night



Dialog:

SFX: \* SLAM - CLICK! \*

F+J: [Laugh]

JUL 07 2013

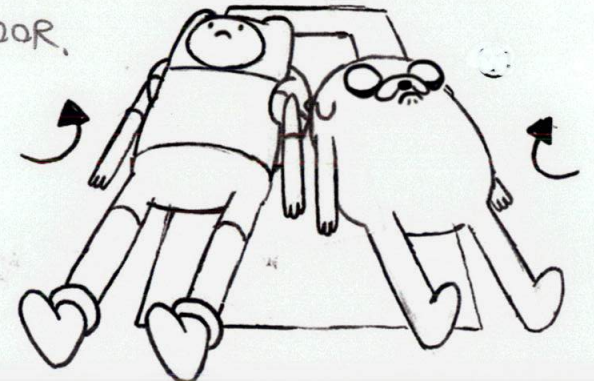
(E)

Action:

-F+J Slam door.

-F+J LEAN AGAINST DOOR.

Timing:



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1034-220

EPISODE #

1034/220

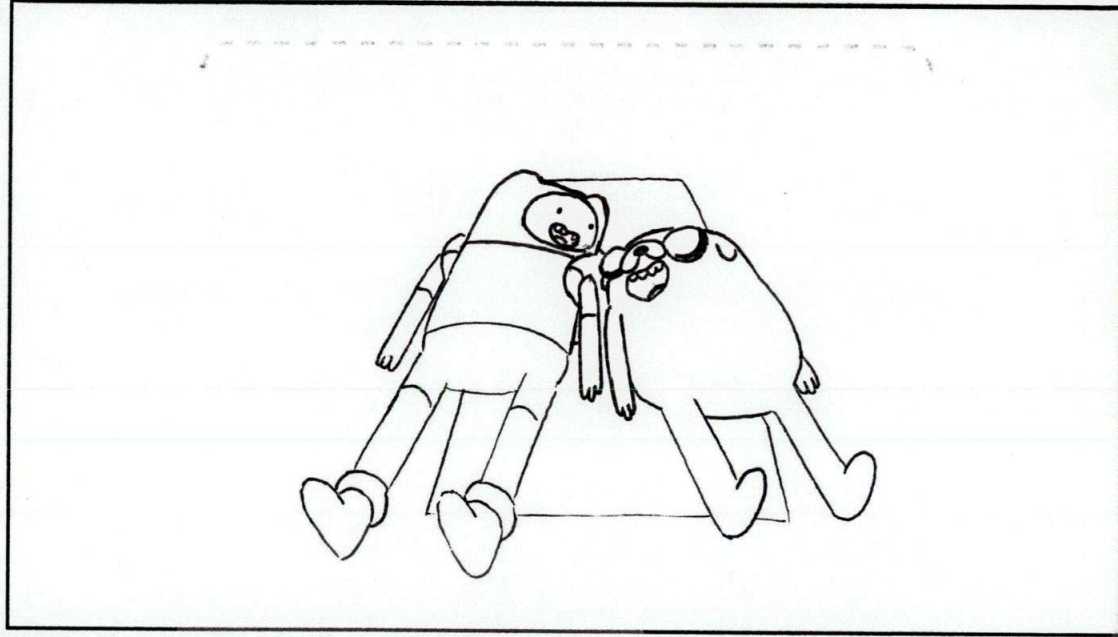


# ADVENTURE TIME

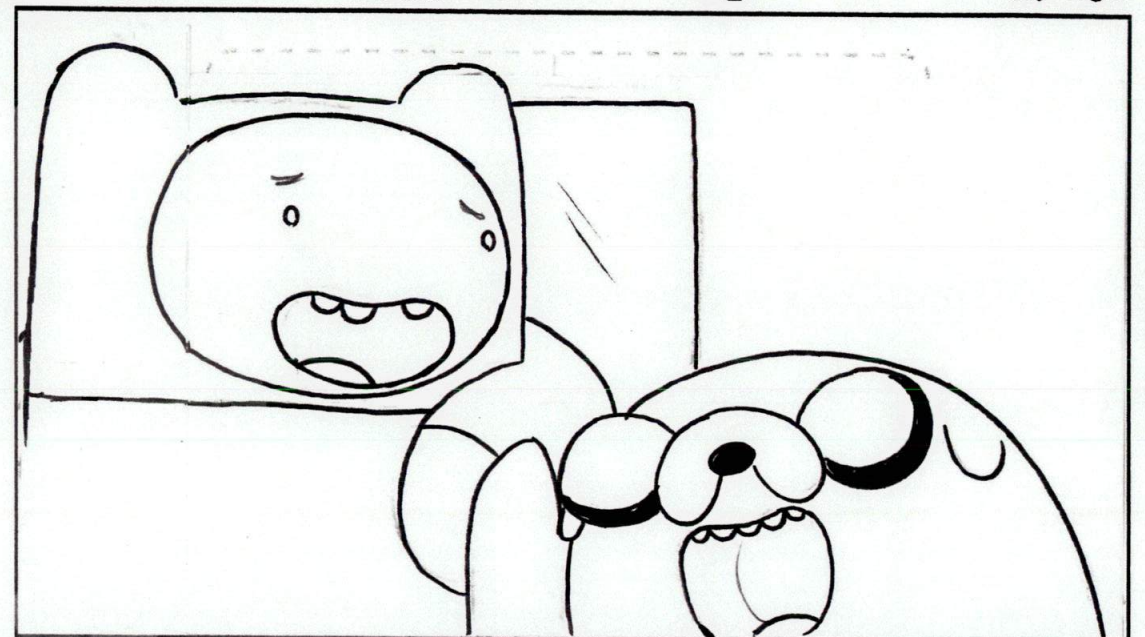


Page 71  
day night

Sc. 50 cont Pnl. F Bg. day night



Sc. 51 Pnl. A Bg. day night



Dialog:	<u>F+J</u> : [Laugh]	<u>F</u> THAT WAS STUPID.	<u>J</u> : YEAH, STUPID...
Action:			
Timing:			

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EPISODE #

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Production :

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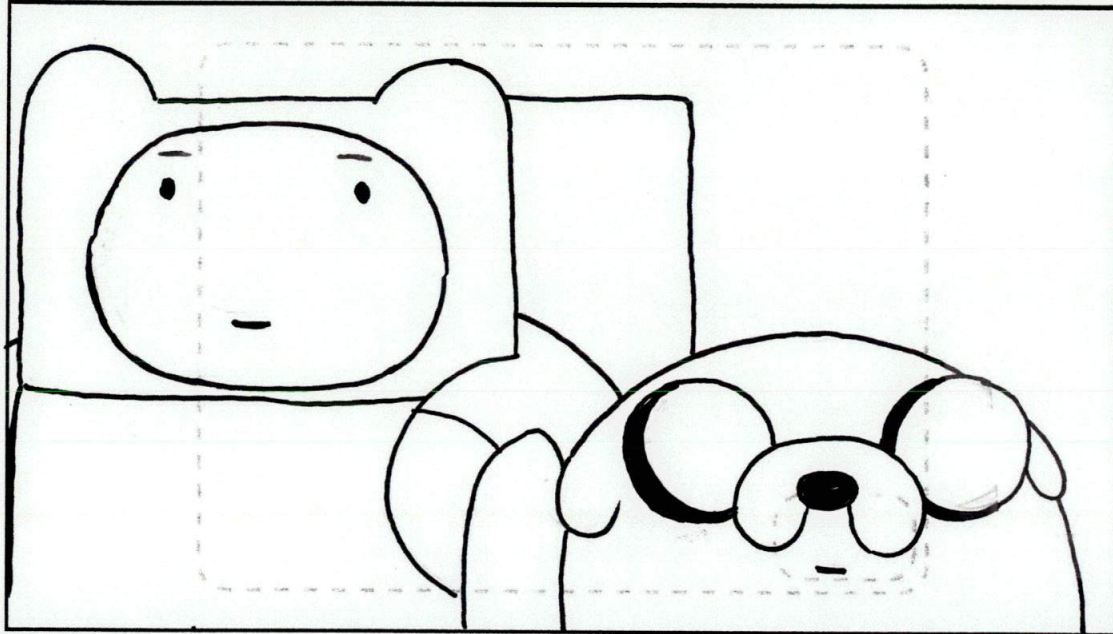


# ADVENTURE TIME



Page <sup>72</sup>  
~~72~~ **NEXT**  
day night

Sc. 51 *CONT* Pnl. B Bg. day night



Dialog:

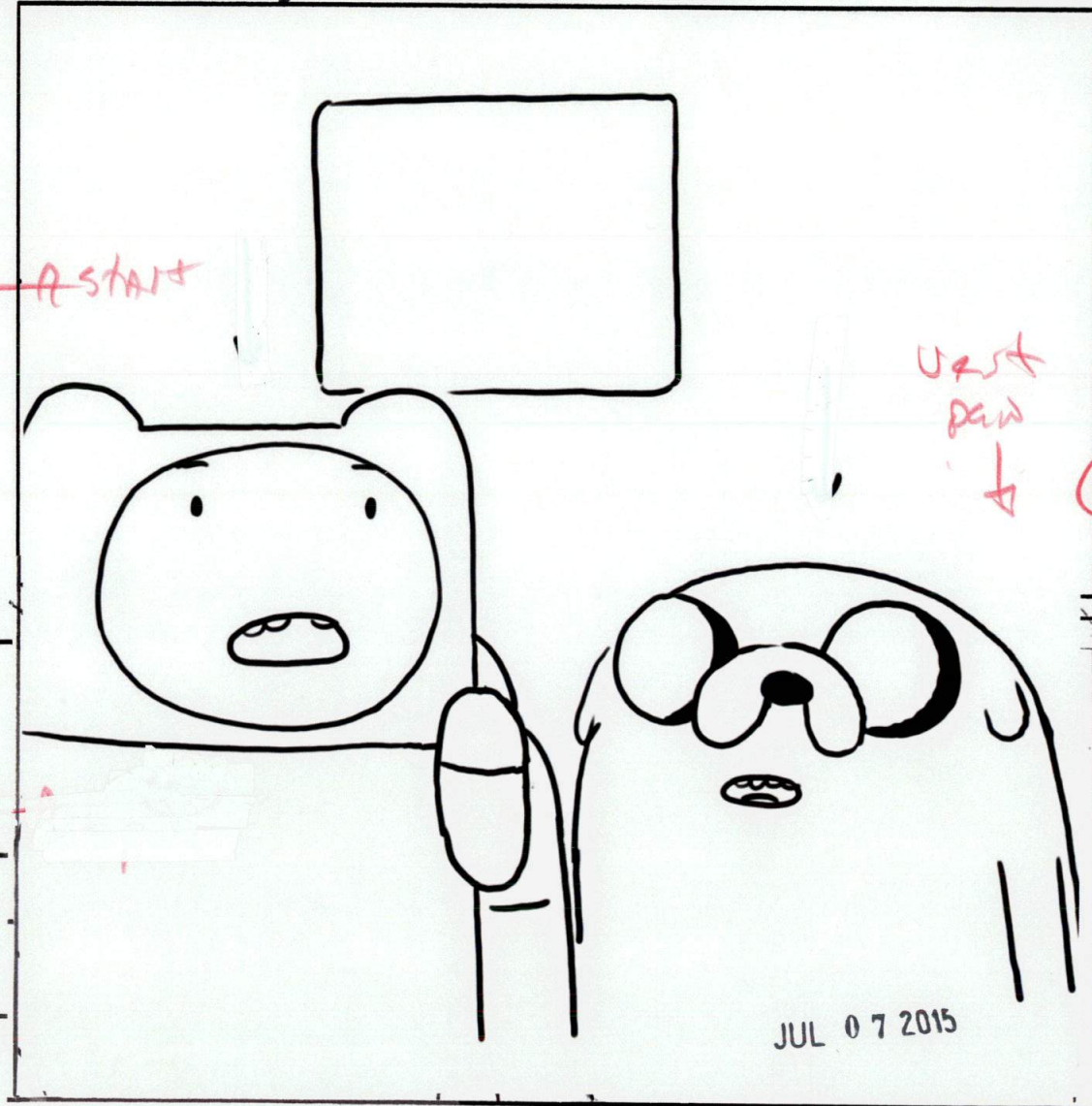
SFX: \* SKRTCH-SKRTCH-SKRTCH \*

Action:

Three scratches at the door.

Timing:

Sc. 51 *CONT* Bg.



- F+J slide down door. <sup>Vest</sup> PAN w/ ACTION

1034-220

EPISODE #

1034/220

Production :

1034/220

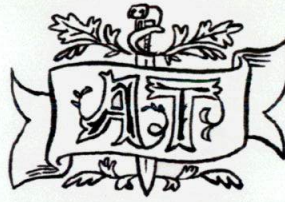
1034/220



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# ADVENTURE TIME



Sc. 51 *CONT*

Bg.

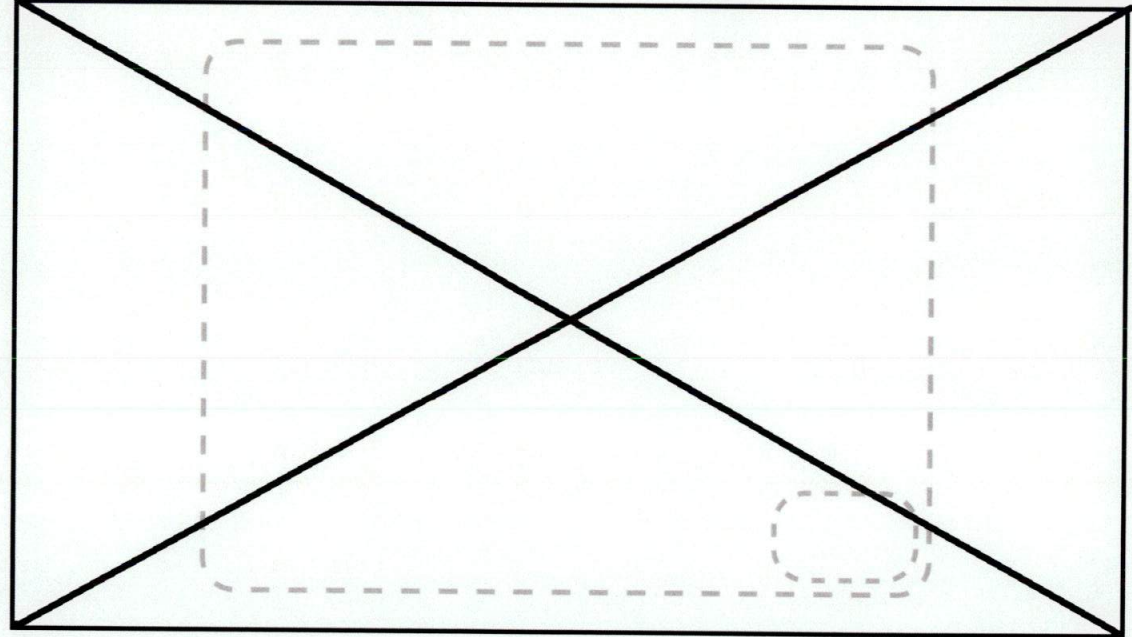
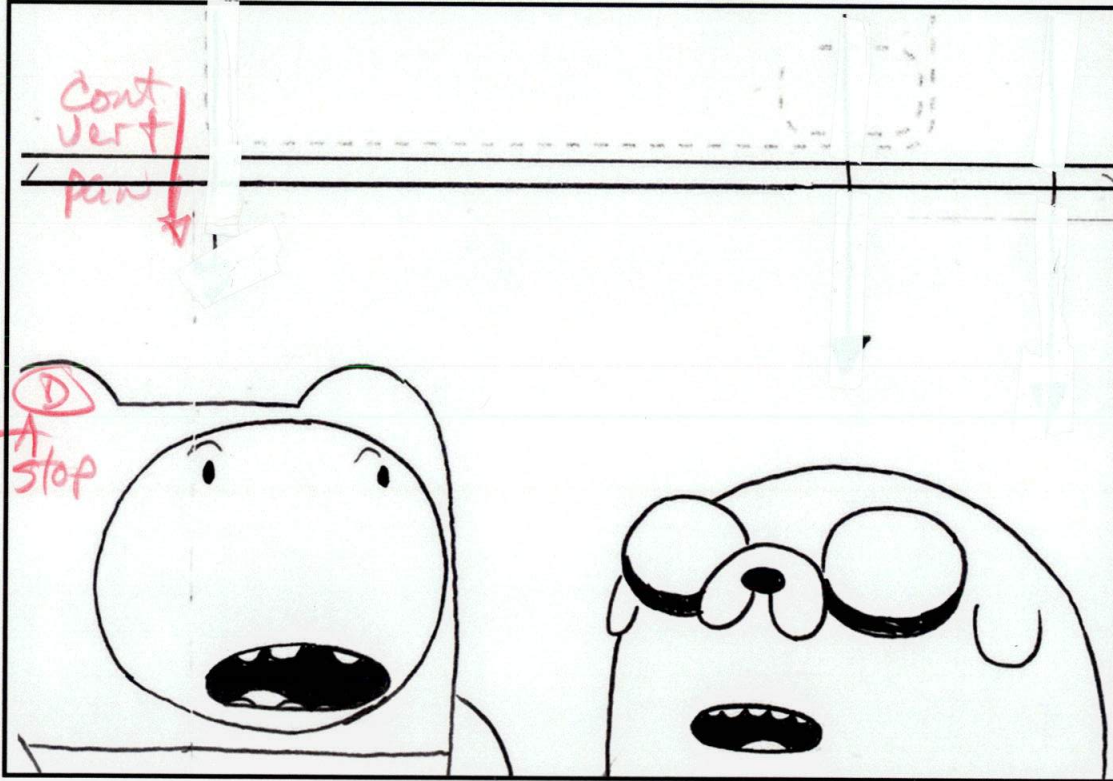
day night

Sc.

Pnl.

Bg.

Page 072A  
*73 NEXT*  
day night



Dialog:
Action:
Timing:

JUL 07 2015

EPISODE #

Production:

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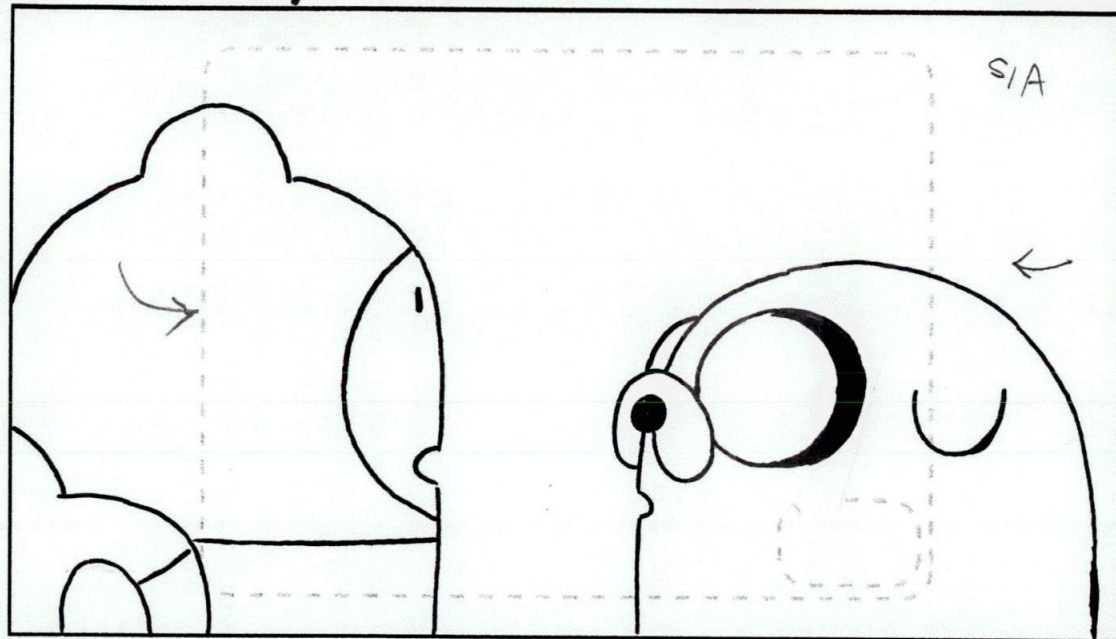


# ADVENTURE TIME

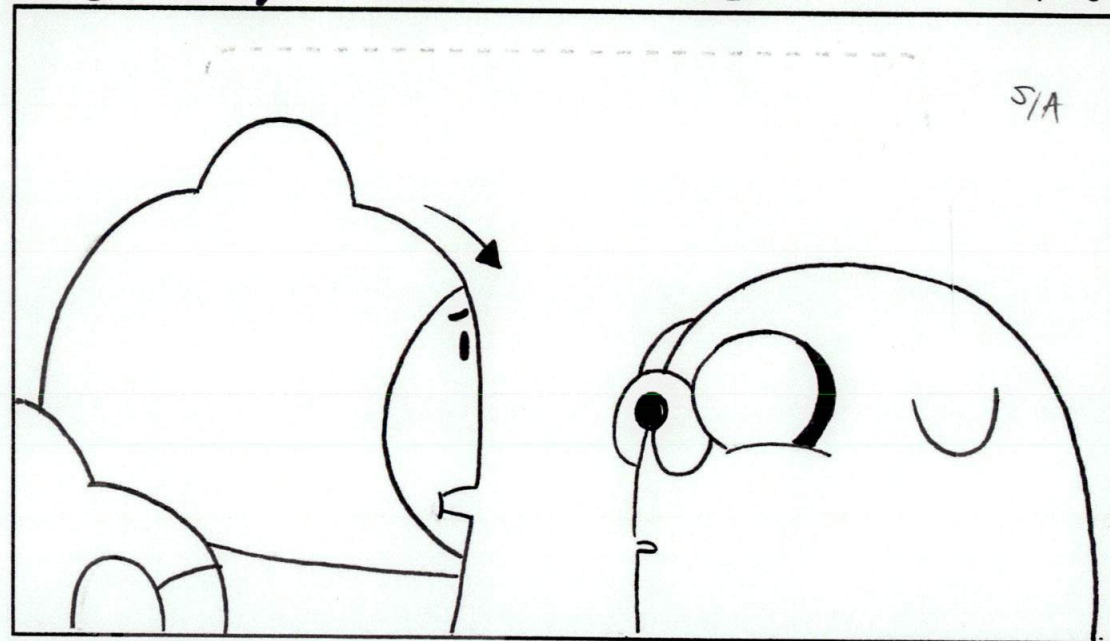


Page 73

Sc. 51 CONT Pnl. E Bg. day night



Sc. 51 CONT Pnl. F Bg. day night



Dialog:

SFX: \* SKRCH \*

(F) (WHISPER)

ARE YOU MESSING WITH ME?

Action:

- F+J LOOK AT EACH OTHER.

Timing:

JUL 07 2015

Production :

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1034/220



# ADVENTURE TIME

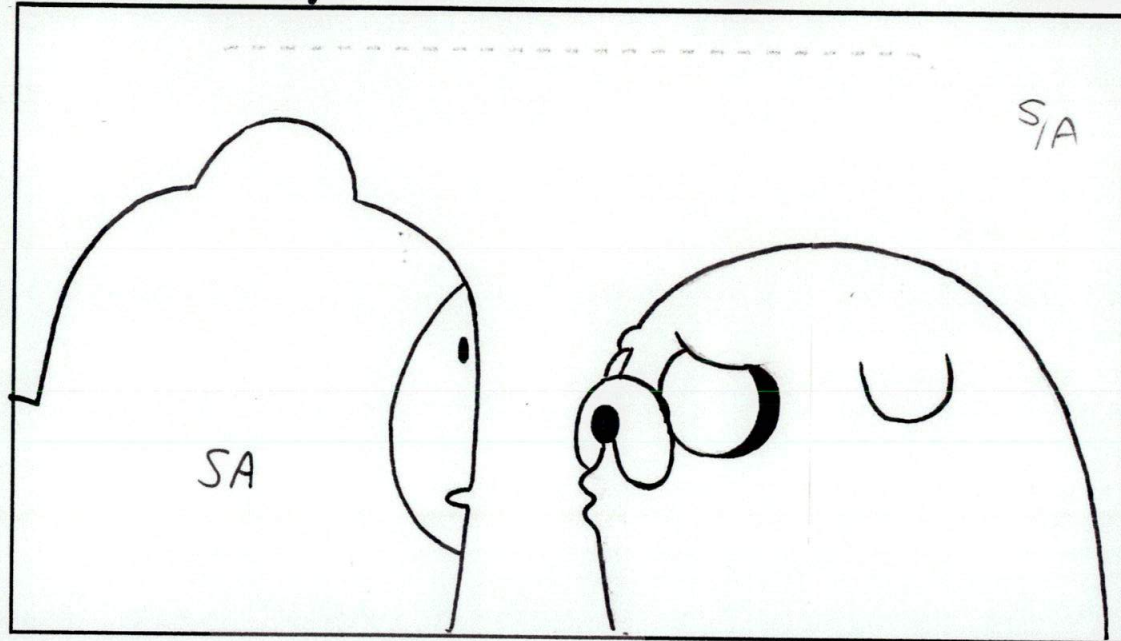


Page 74  
day night

Sc. 51 CONT Pnl. G

Bg.

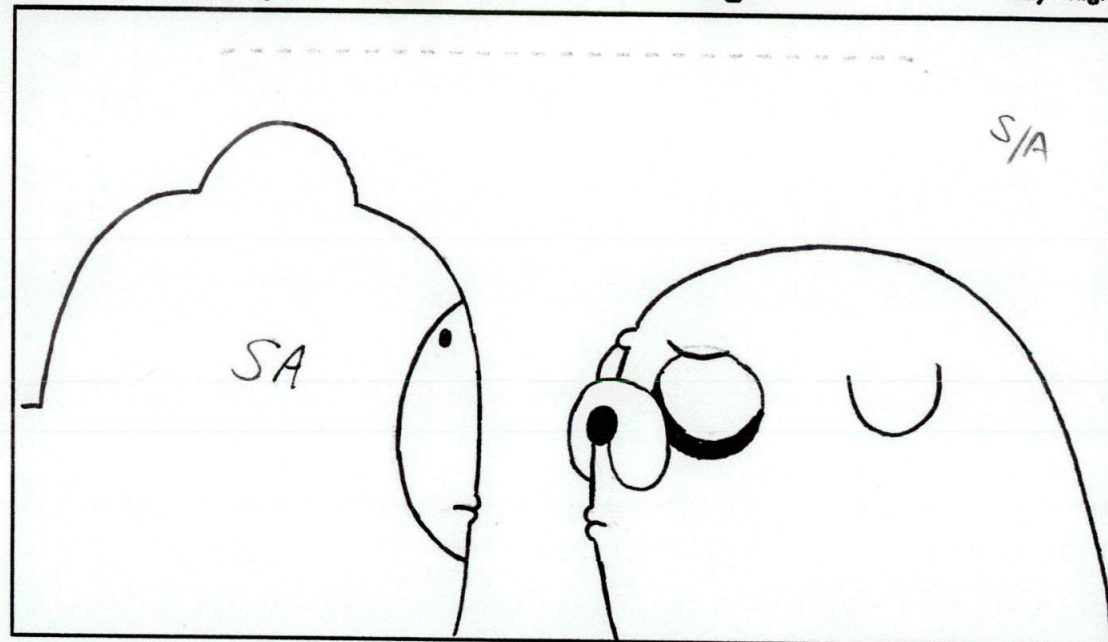
day night



Sc. 51 CONT Pnl. H

Bg.

day night



Dialog: J: Uh - Uh you're messing with me.

SFX: \* SKRTCH - SKRTCH \*

Action: - MORE Scratches at the door.

Timing: JUL 07 2015

EPISODE # 1034-220

Production :

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# ADVENTURE TIME

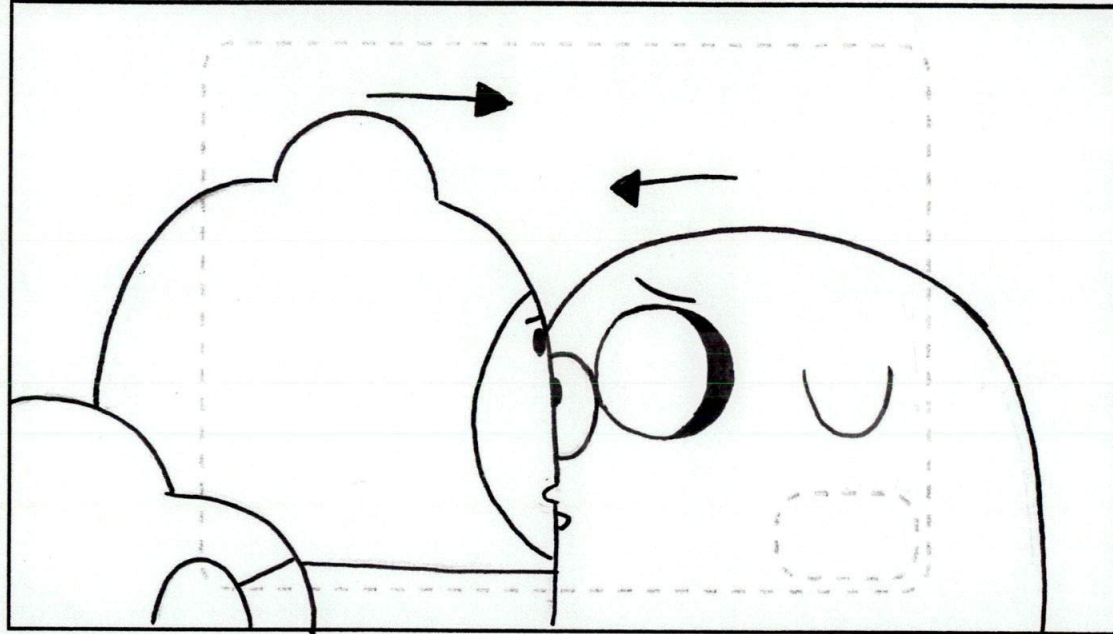


Page 75

Sc. 51 CONT Pnl. I

Bg.

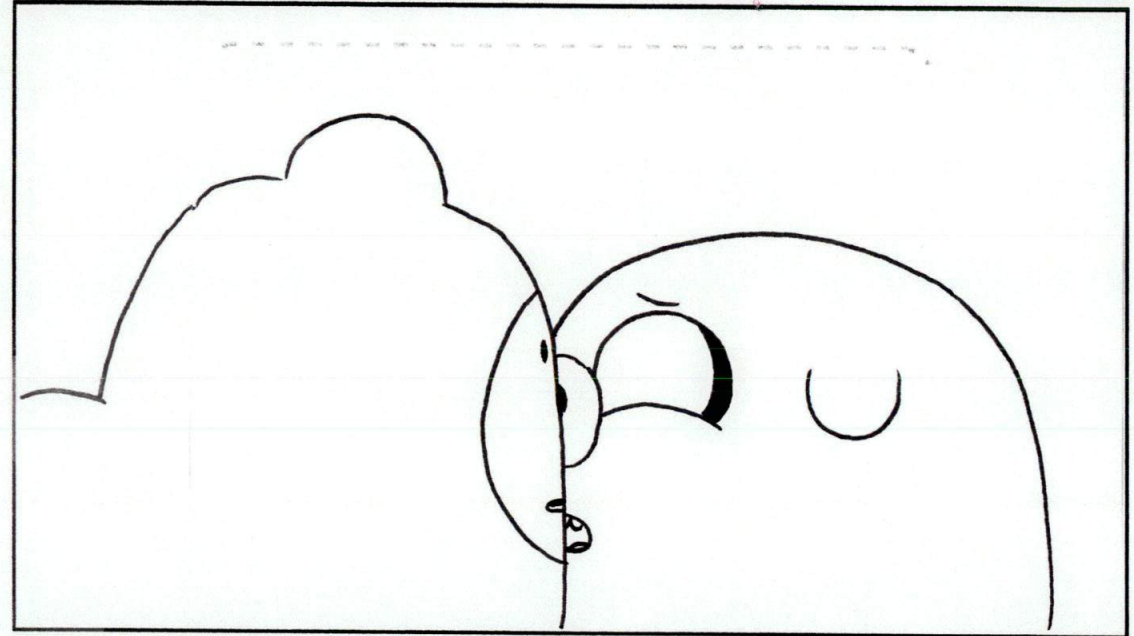
day night



Sc. 51 CONT Pnl. J

Bg.

day night



Dialog:

J: Must be someone else...

Action:

- F+J MOVE CLOSER, REACTING TO SOUNDS.

Timing:

JUL 07 2015

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EPISODE #

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Production :

1034/220

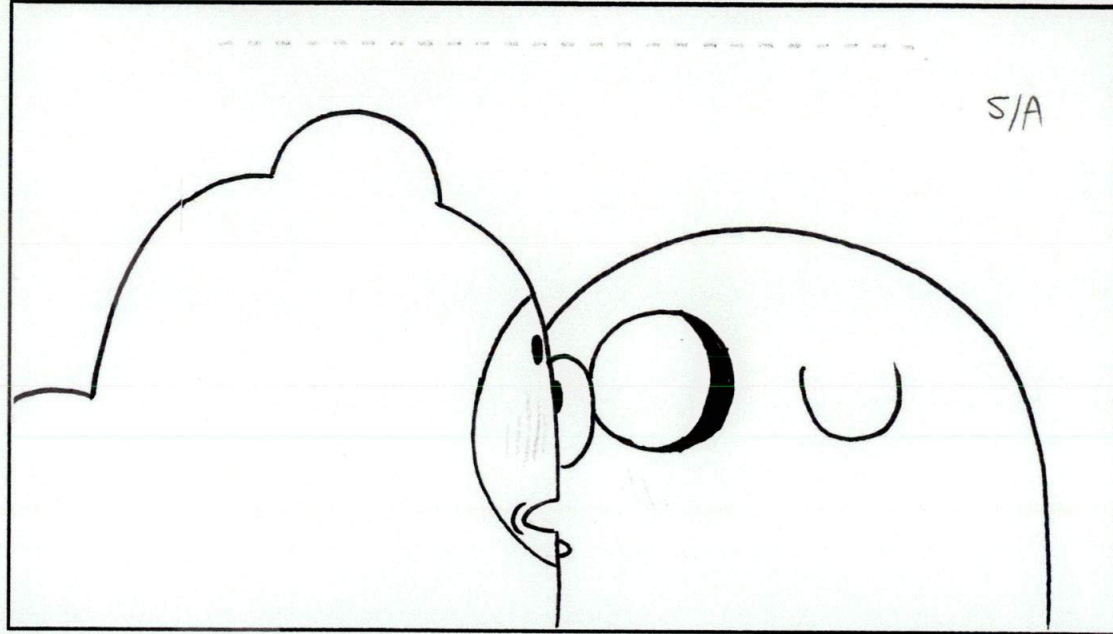


# ADVENTURE TIME

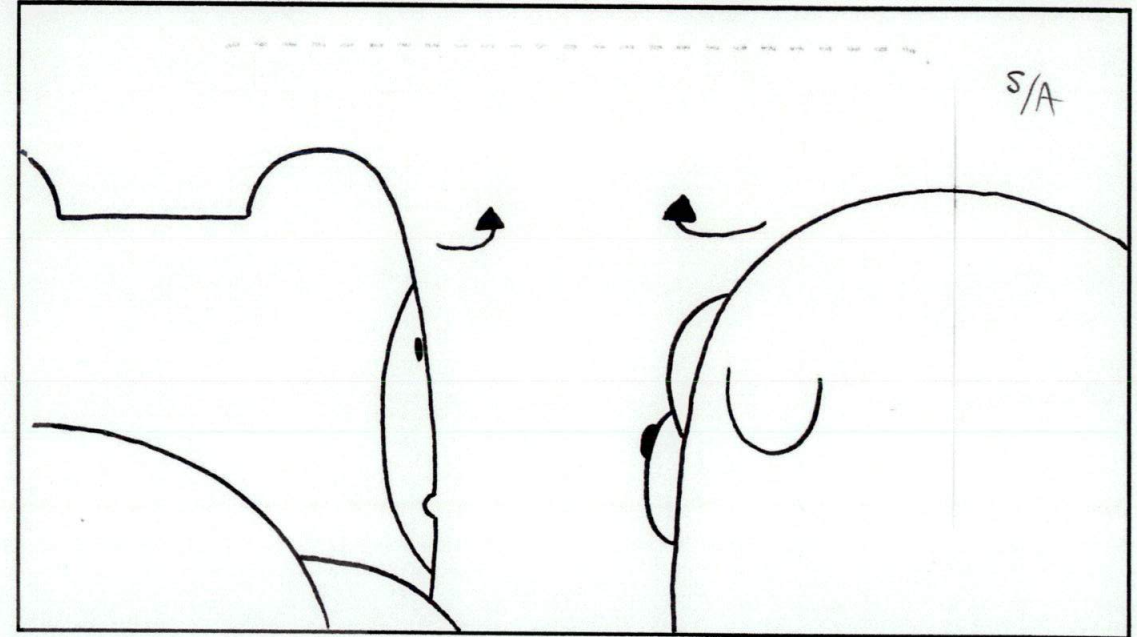


Page 76

Sc. 51 CONT Pnl. K Bg. day night



Sc. 51 CONT Pnl. L Bg. day night



Dialog:	<u>F:</u> YEAH, like Ice King... maybe...
Action:	- F+J TURN TOWARDS DOOR.
Timing:	JUL 07 2015

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EPISODE #

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Production :

1034/220

1034/220



# ADVENTURE TIME



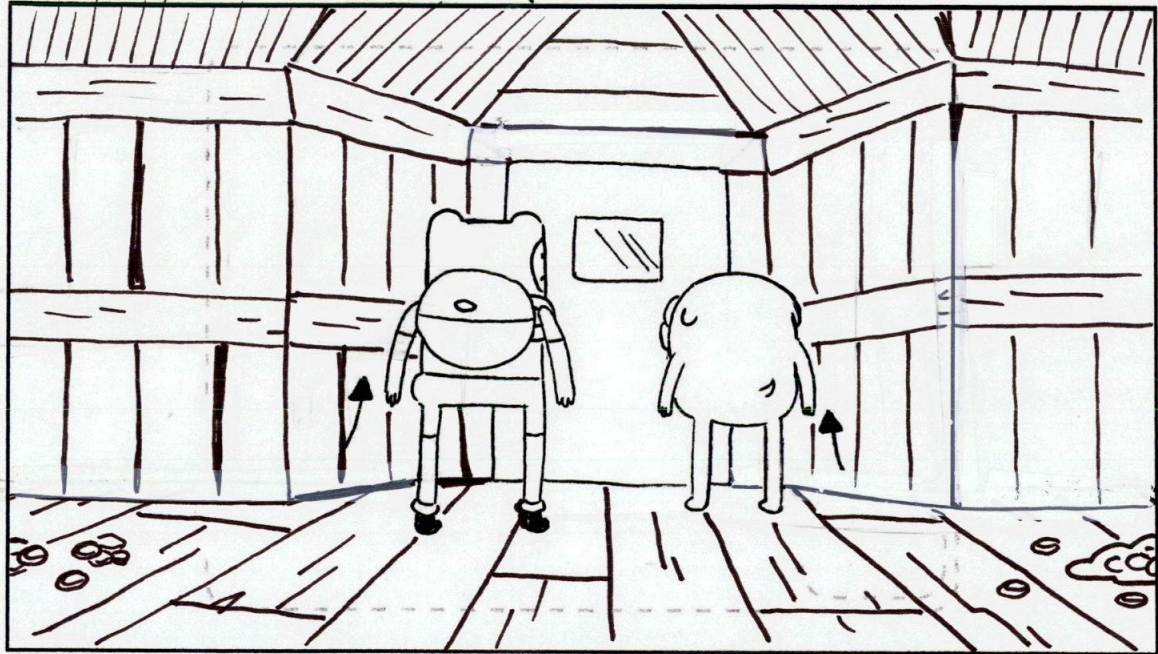
Page 77

Sc. 52

Pnl. A

Bg.

day night

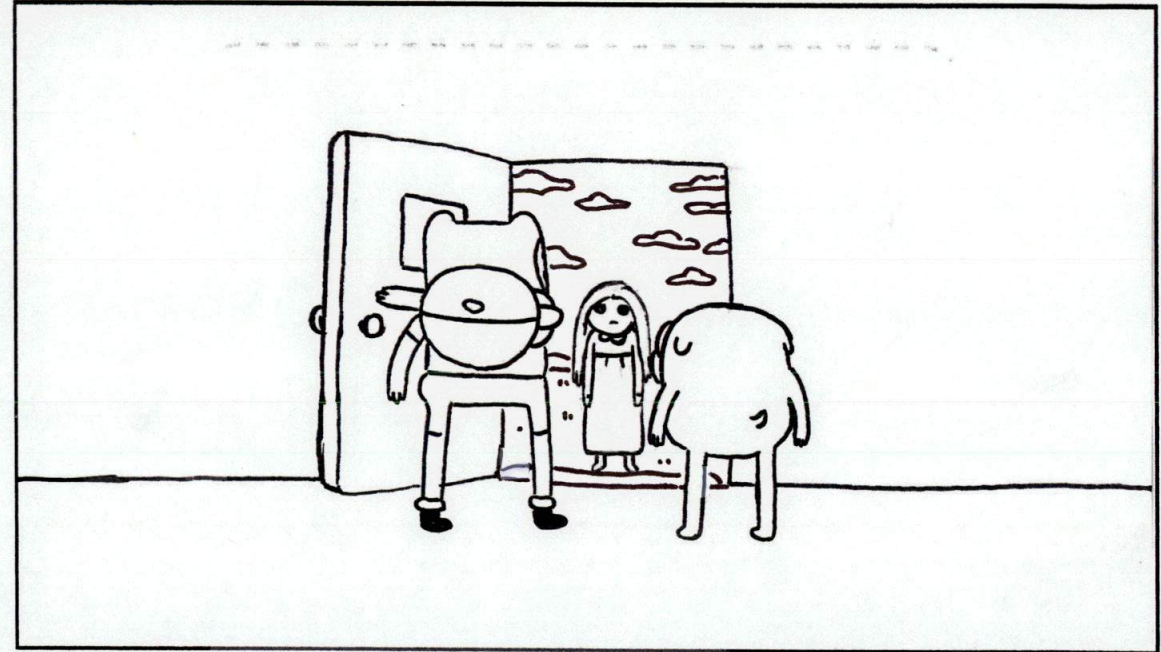


Sc. 52 CONT

Pnl. B

Bg.

day night

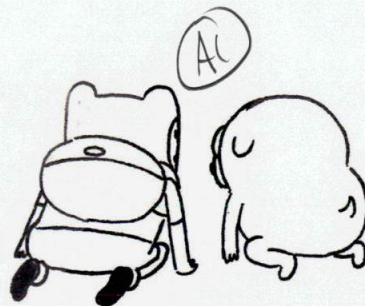


Dialog:

Action:

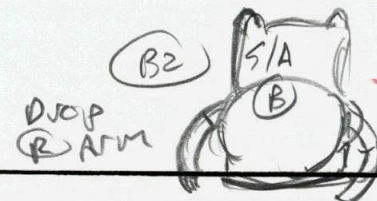
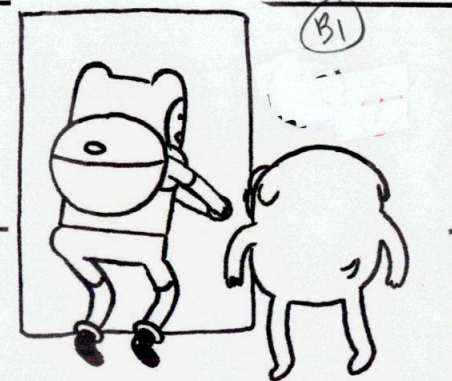
Timing:

- F+J STAND UP.



SFX: \* CREAKK \*

- F. THROWS OPEN DOOR.  
- BLANK-EYED GIRL STANDS AT DOORSTEP.



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Production :

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# ADVENTURE TIME



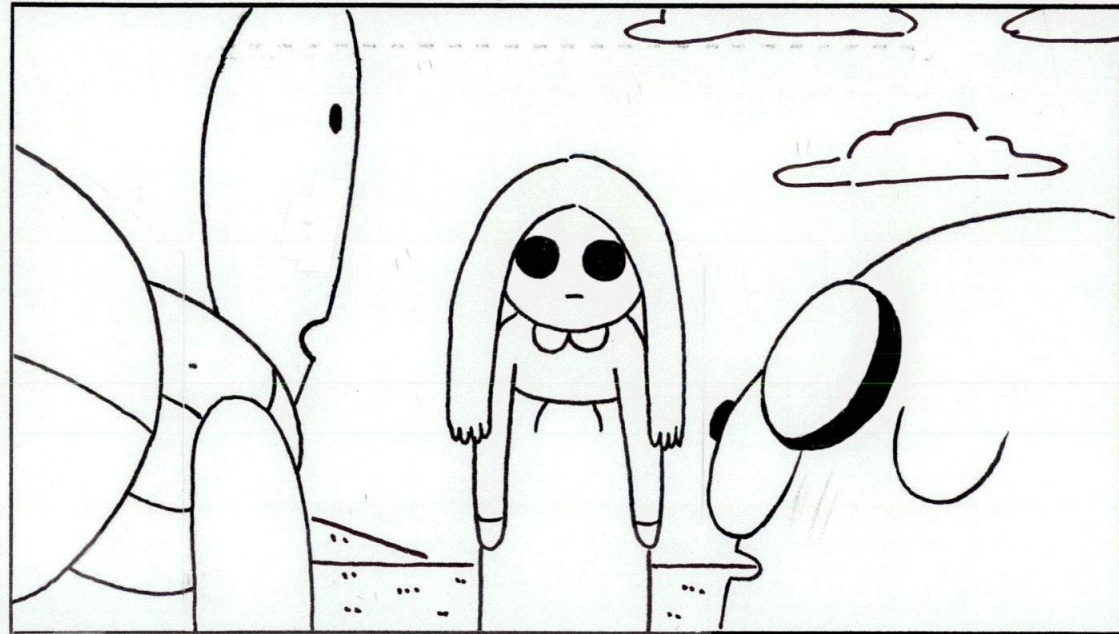
Page 78

Sc. 53

Pnl. A

Bg.

day night

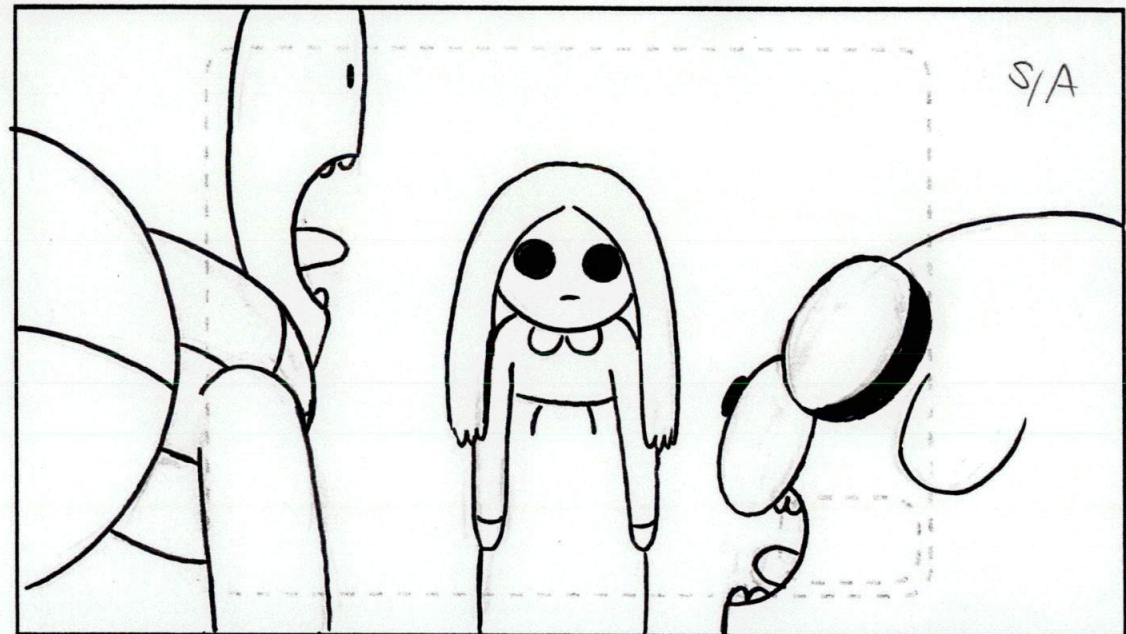


Sc. 53 cont

Pnl. B

Bg.

day night



Dialog:

F+J: AH HH!!

Action:

- BLANK-EYED GIRL STARES BLANKLY

Timing:

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1034/220

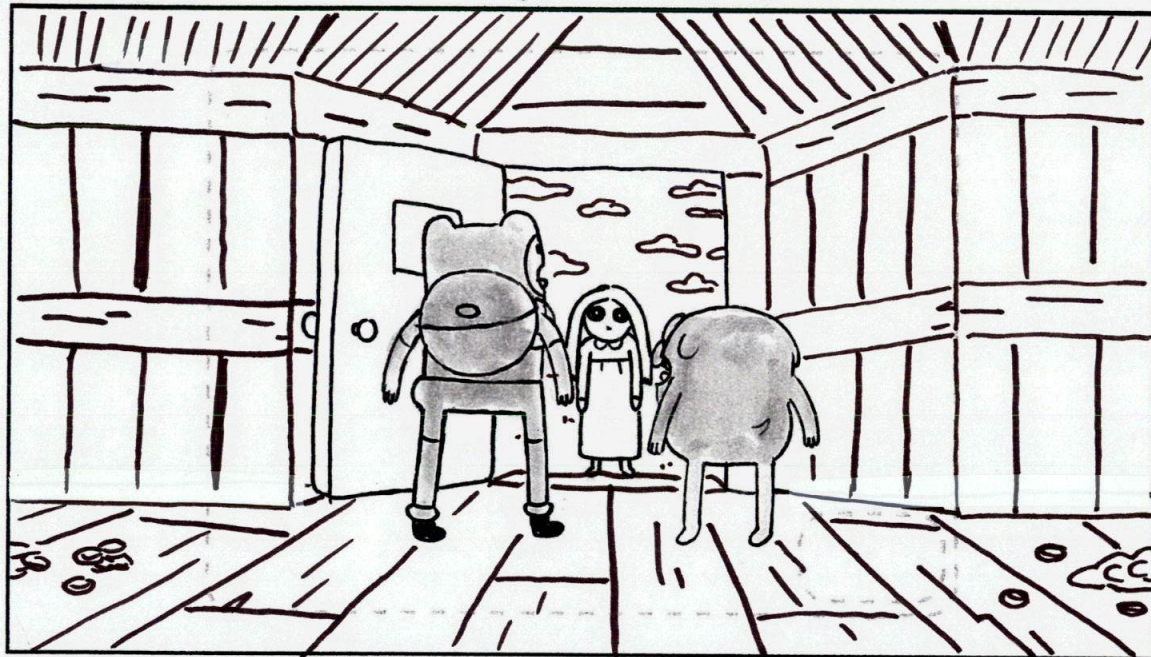


# ADVENTURE TIME

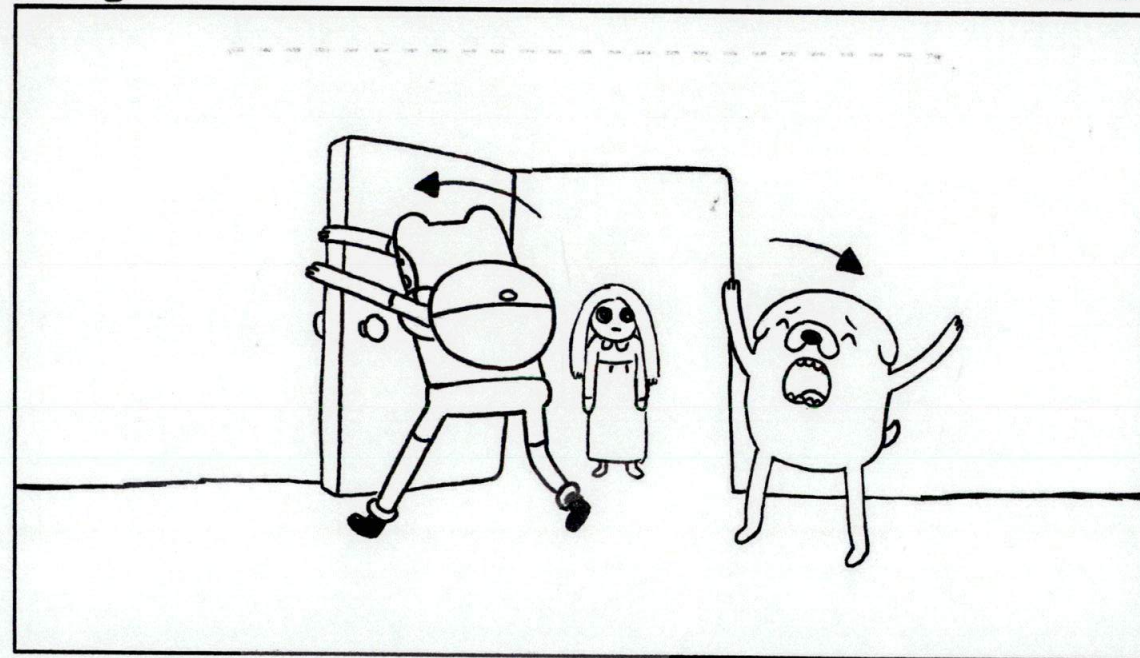


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Sc. 54 Pnl. A Bg. day night



Sc. 54 *cont* Pnl. B Bg. day night



Dialog:

Action:

- F. GRABS DOOR  
- J. STEPS ASIDE, w/ ARMS UP

Timing:

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Production :

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# ADVENTURE TIME

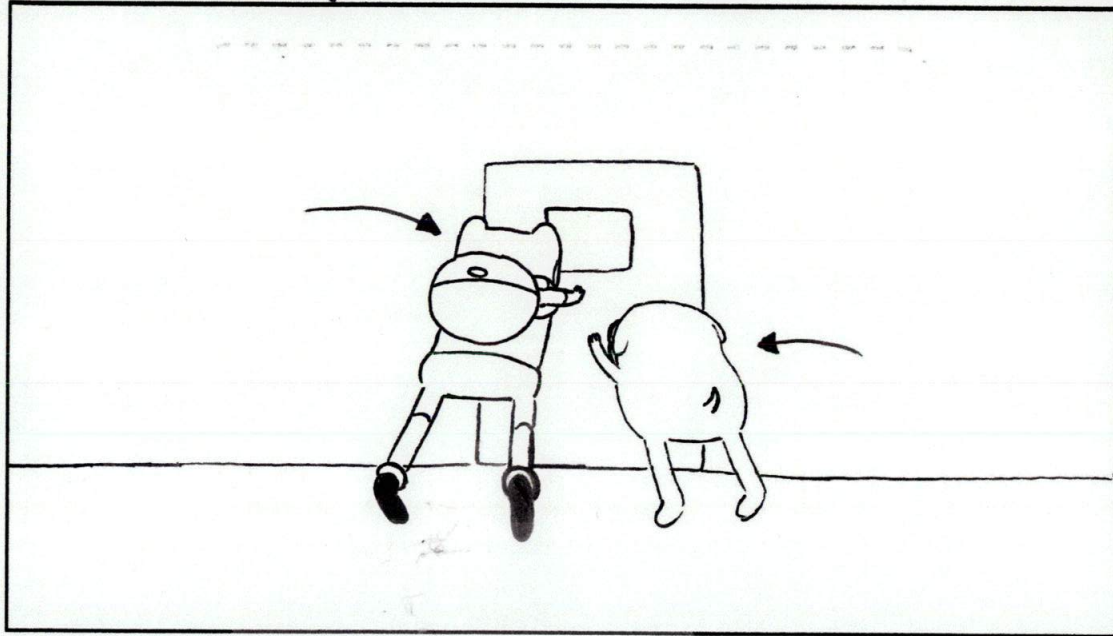


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Sc. **54 cont** Pnl. **C**

Bg.

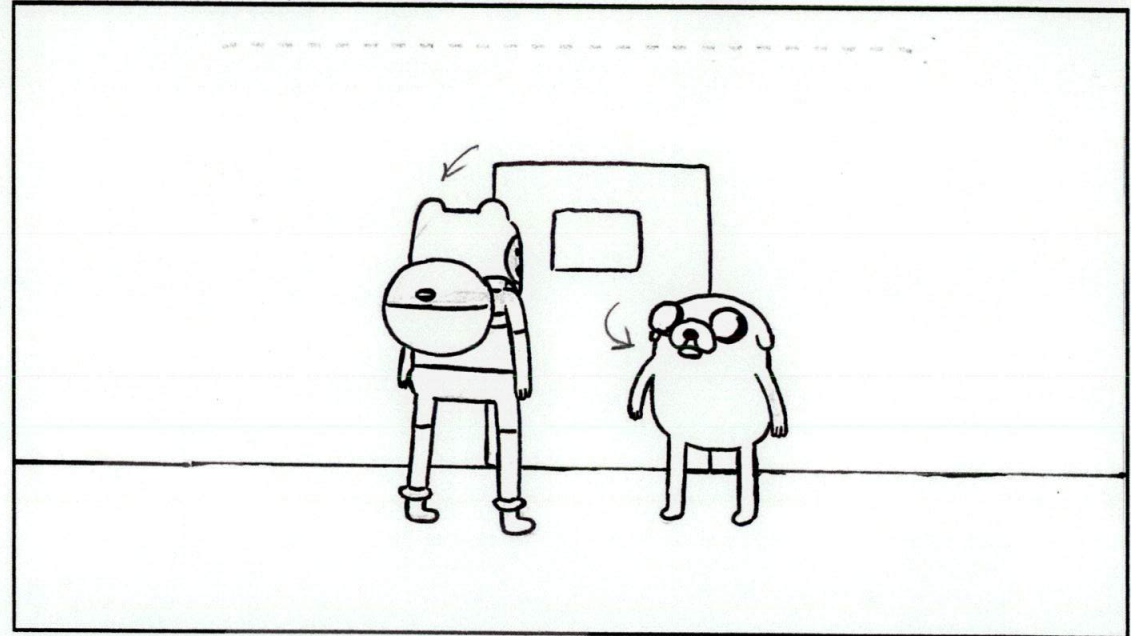
day night



Sc. **54 cont** Pnl. **D**

Bg.

day night



Dialog:

SFX: \*CHTT!!\*

Action:

- F+J Slam door.

Timing:

JUL 07 2015

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1034/220

Production :

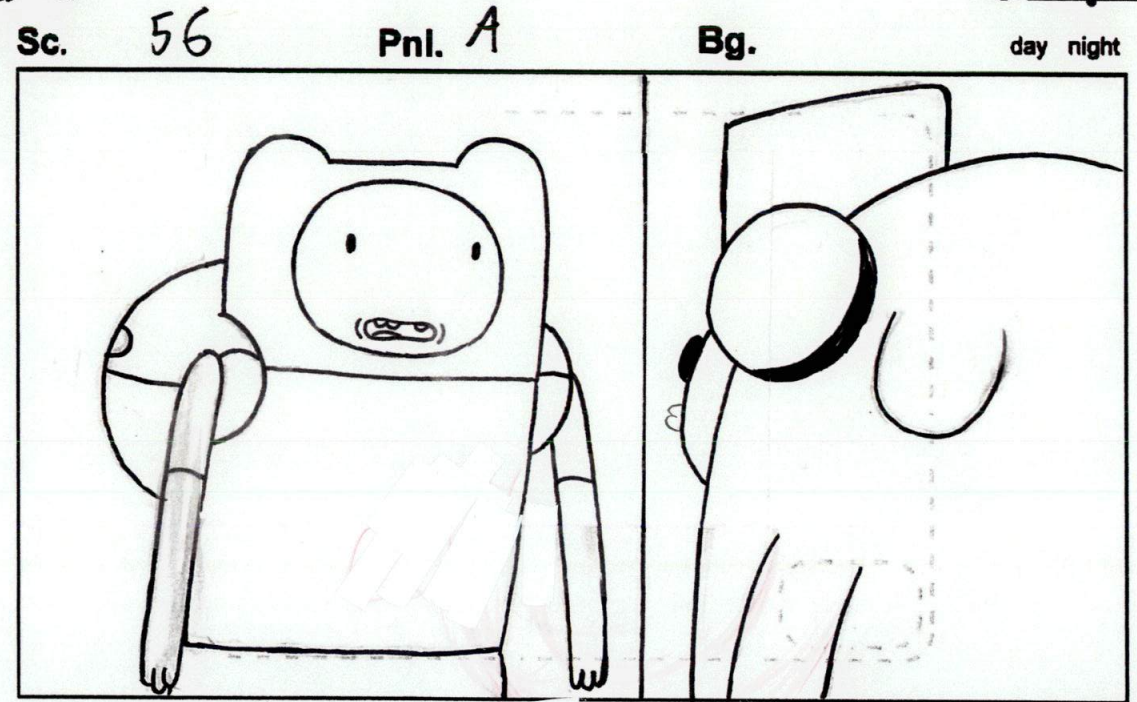
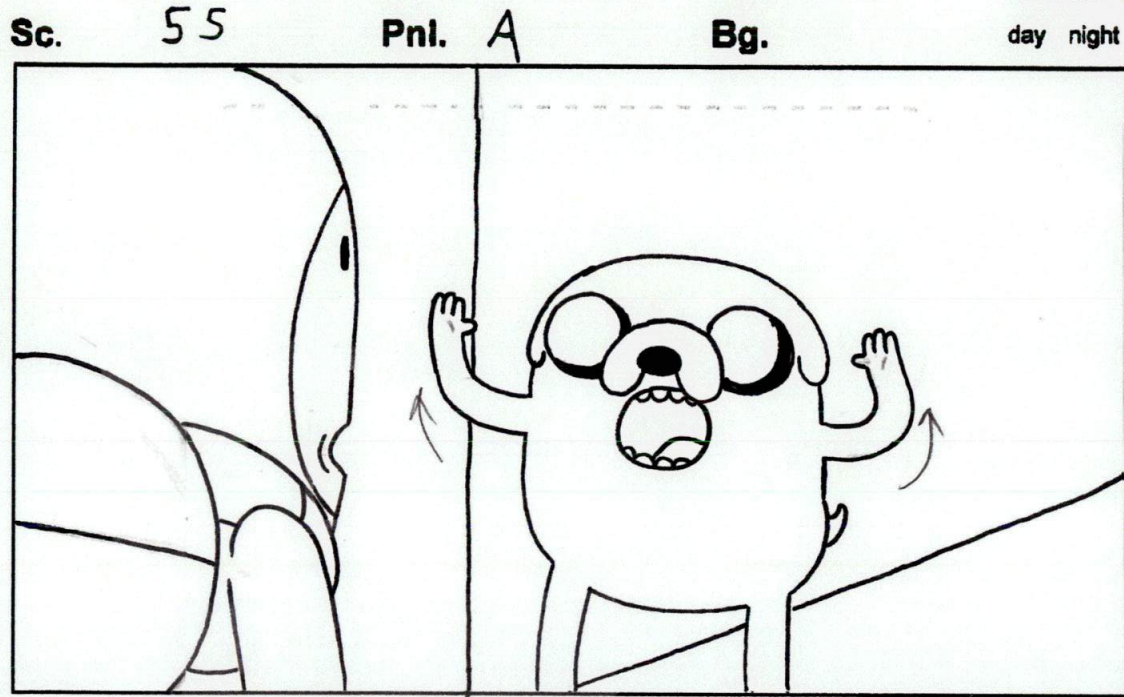
1034/220



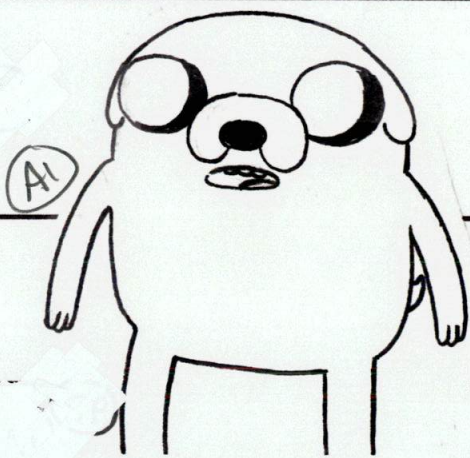
# ADVENTURE TIME



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Dialog:	J: Who was that?	F: Maybe it was nobody.
Action:		
Timing:	JUL 07 2015	



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Production :

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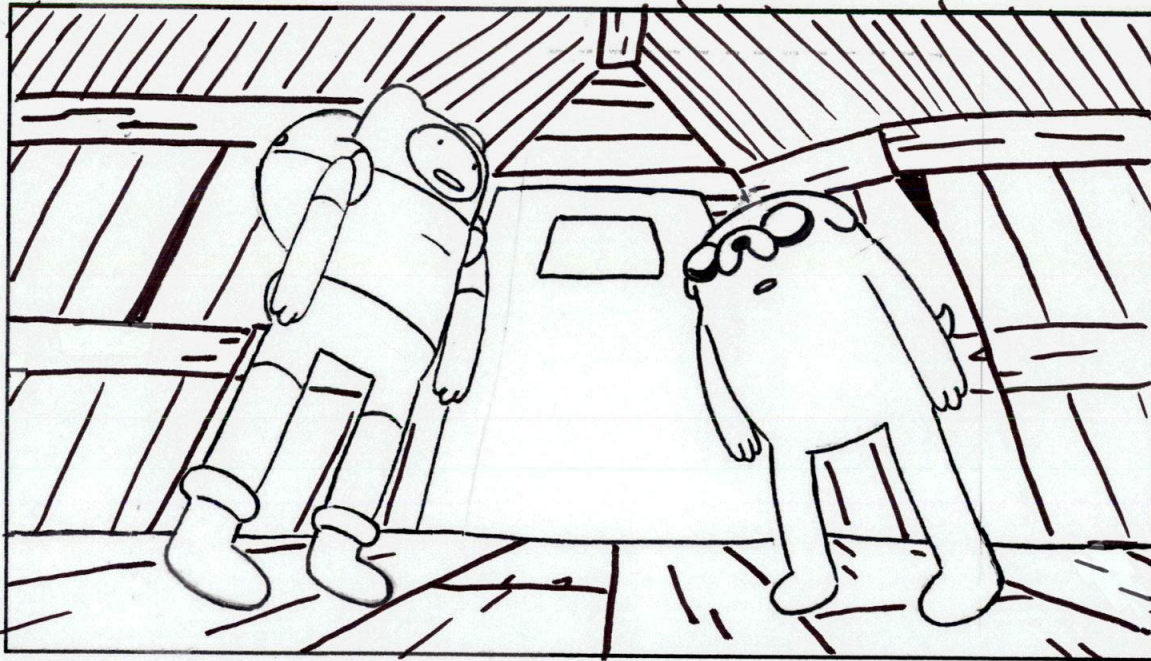


# ADVENTURE TIME

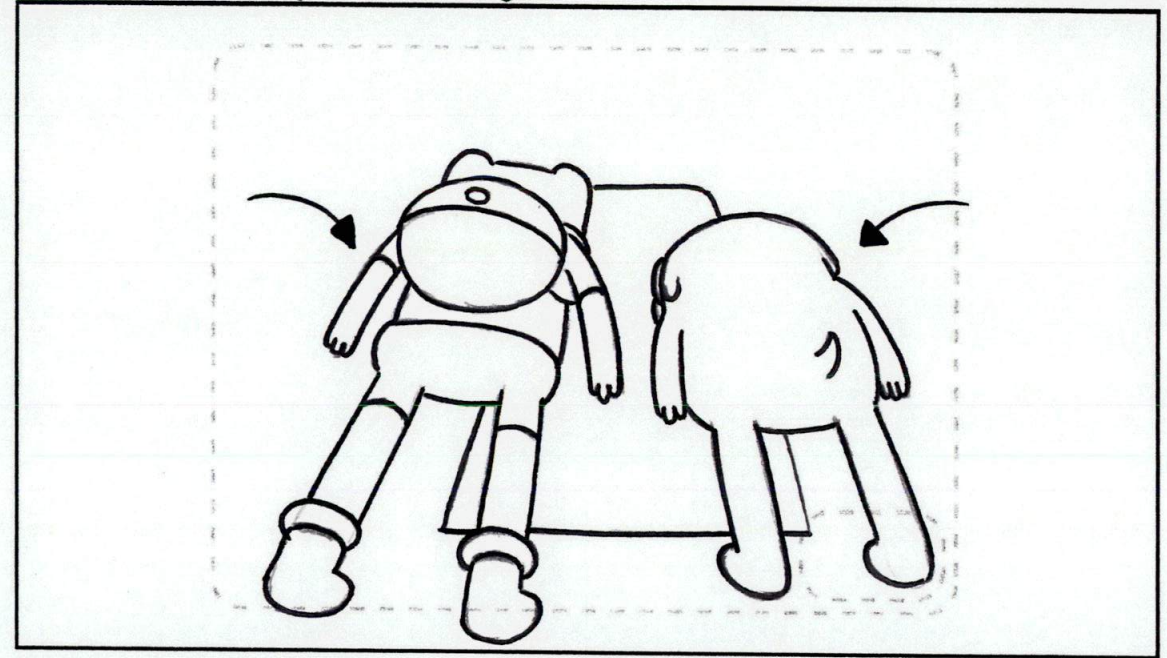


Page 82

Sc. 57 Pnl. A Bg. day night



Sc. 57 CONT Pnl. B Bg. day night



Dialog:

Action:

- scratches at door again.

- F+J LOOK OUT WINDOW.

Timing:

JUL 07 2015

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Production :

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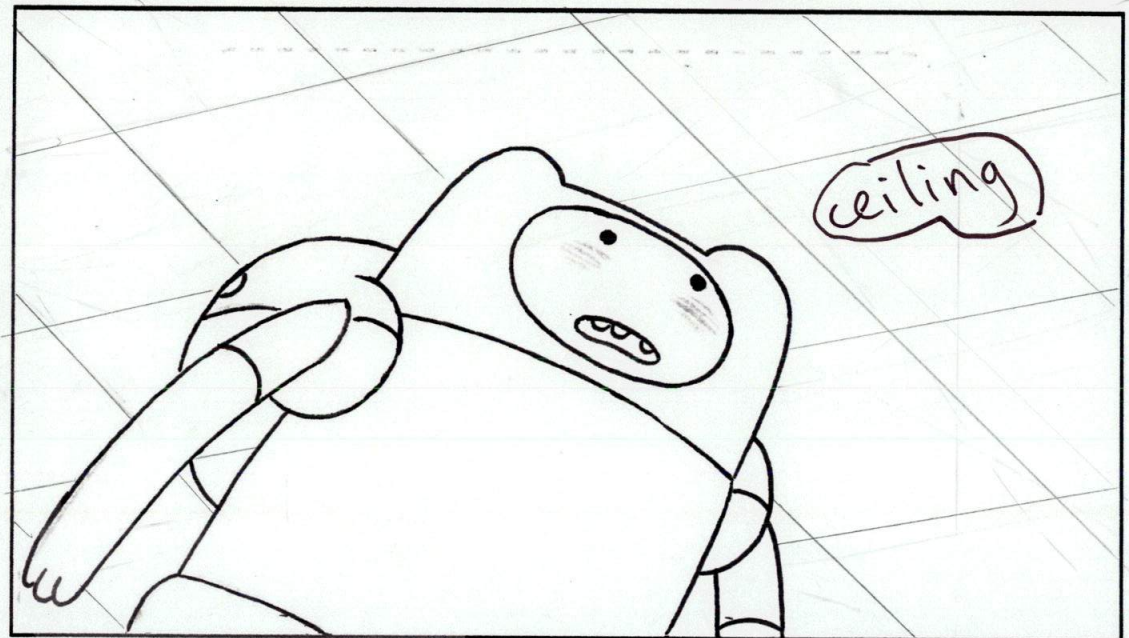


# ADVENTURE TIME

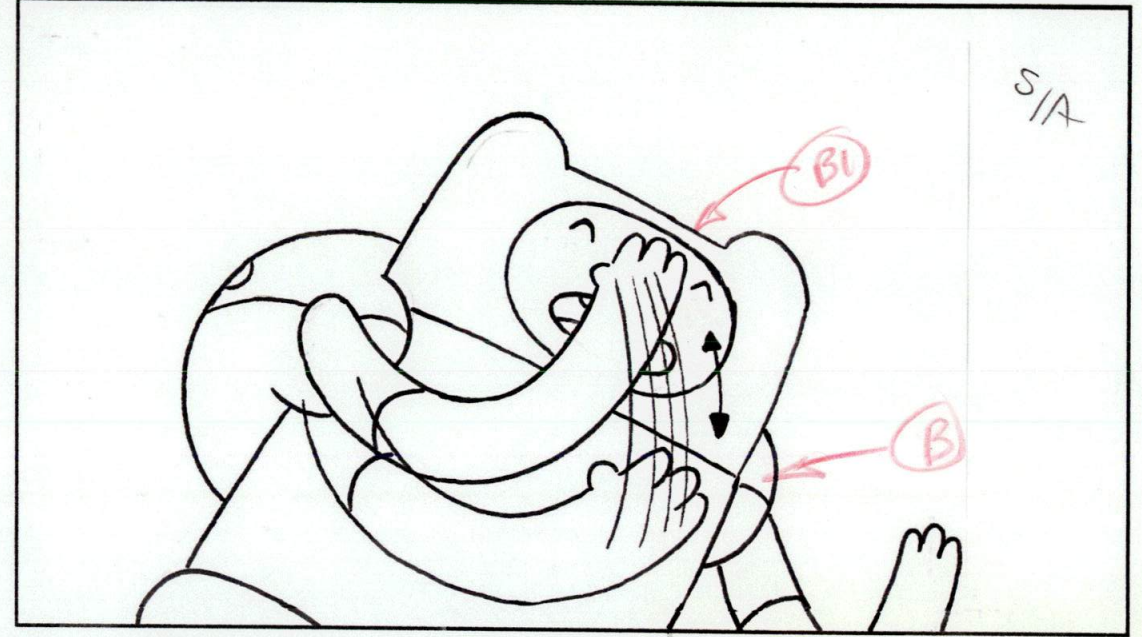


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Sc. **58** Pnl. **A** Bg. day night



Sc. **58 cont** Pnl. **B** Bg. day night



Dialog:

F: Courage! Courage!

Action:

SFX: \*SLP-SLP-SLPP!\*

- Finn hitting himself.

Timing:

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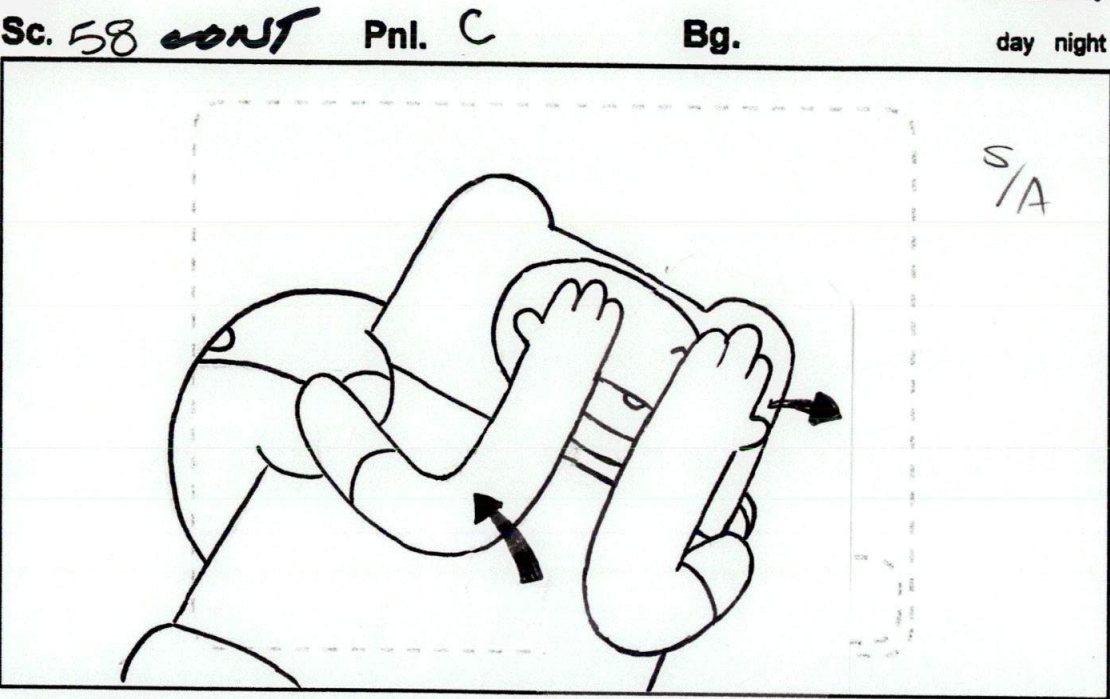
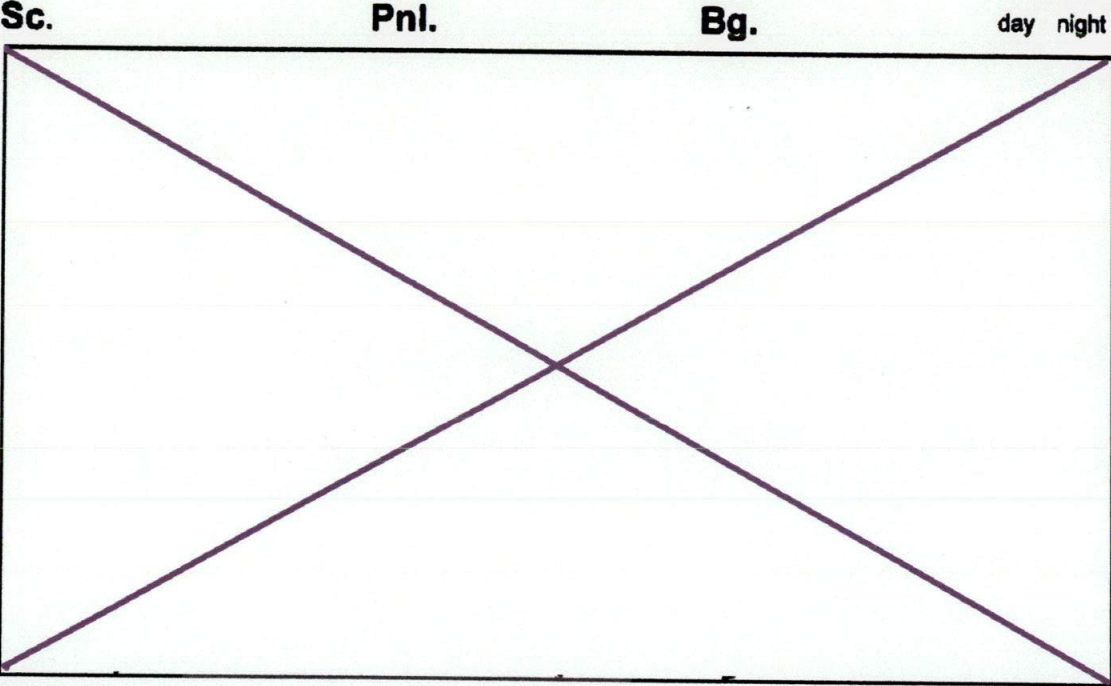
1034/220

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ADVENTURE TIME



Dialog:

Action:

Timing:

SFX: \* SLPP! SLPP! SLPP! \*

"WHAT'S WRONG WITH ME"

Rubs FACE

JUL 07 2015

0.7

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Production :



# ADVENTURE TIME

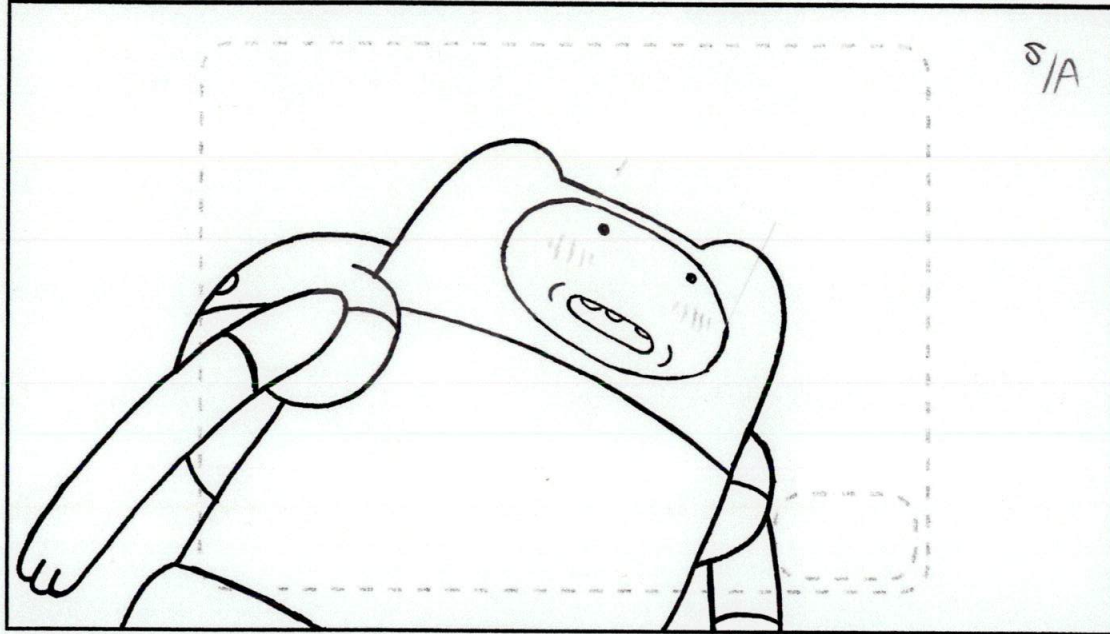


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Sc. 58 cont Pnl. D

Bg.

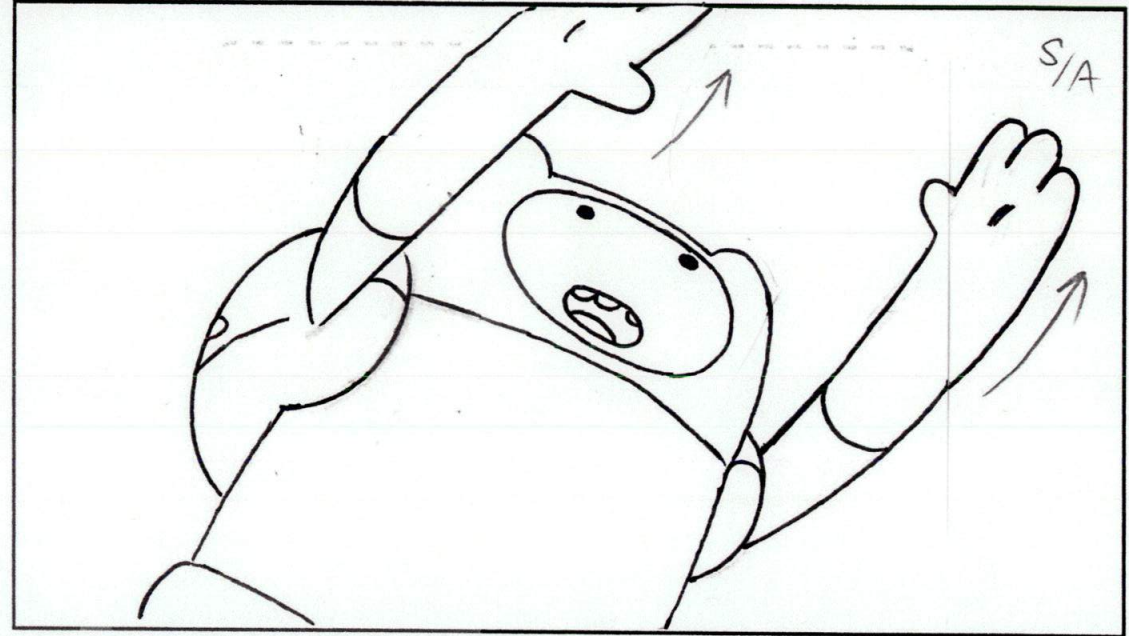
day night



Sc. 58 cont Pnl. E

Bg.

day night



Dialog:

F:

that could be a real little girl who needs help.

Action:

-F REACHES FOR DOOR.

Timing:

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Production :

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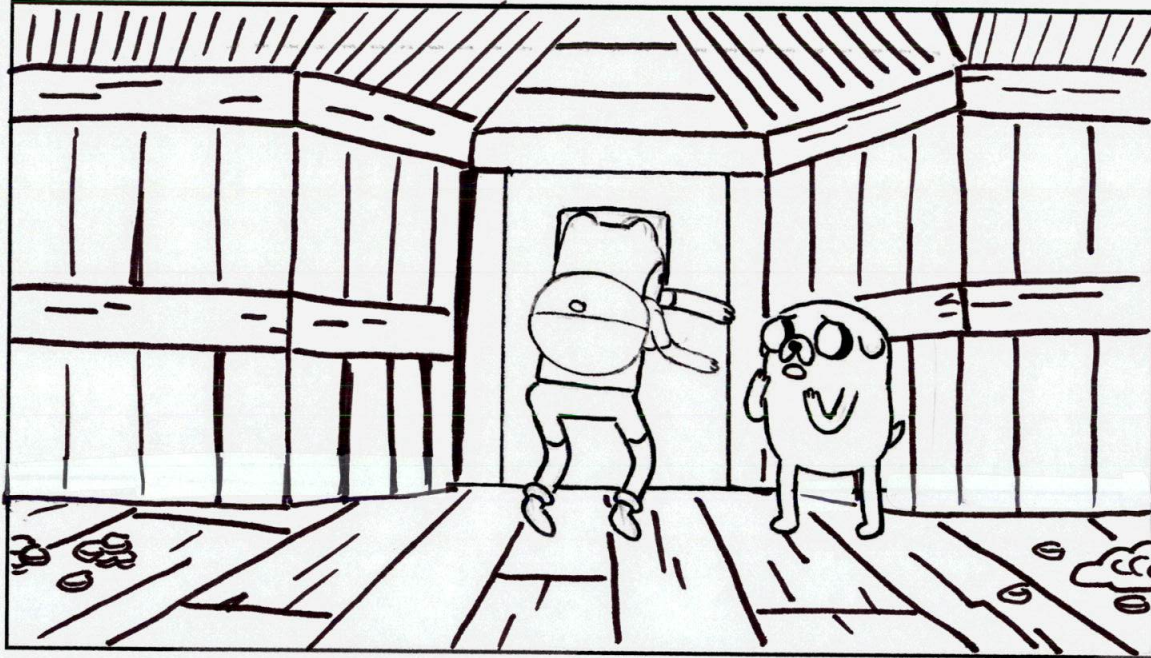


# ADVENTURE TIME

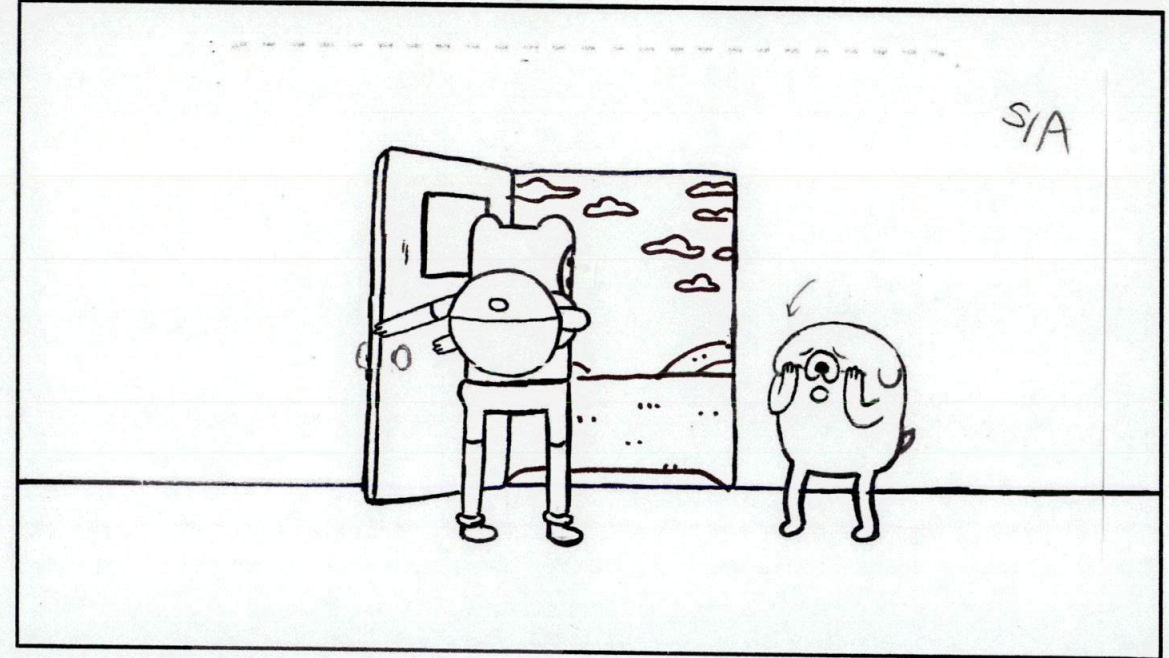


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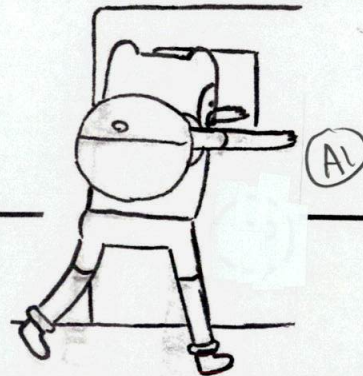
Sc. **59** Pnl. **A** Bg. day night



Sc. **59 cont** Pnl. **B** Bg. day night



<p><b>Dialog:</b></p> <p>(J) (QUIET SCREAM) NOOO --</p>	<p><b>SFX:</b></p> <p>* CREAK *</p>
<p><b>Action:</b></p>	<p>- F. OPENS DOOR, J. COVERS EYES - BLANK-EYED GIRL IS GONE.</p>
<p><b>Timing:</b></p>	<p>JUL 07 2015</p>



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EPISODE #

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Production :

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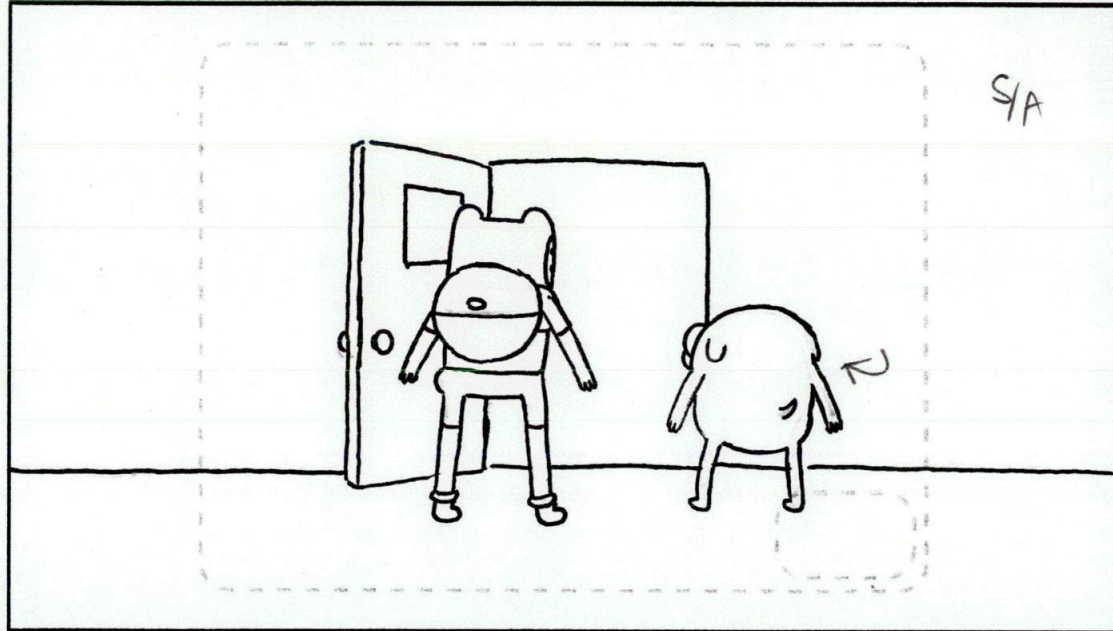


# ADVENTURE TIME

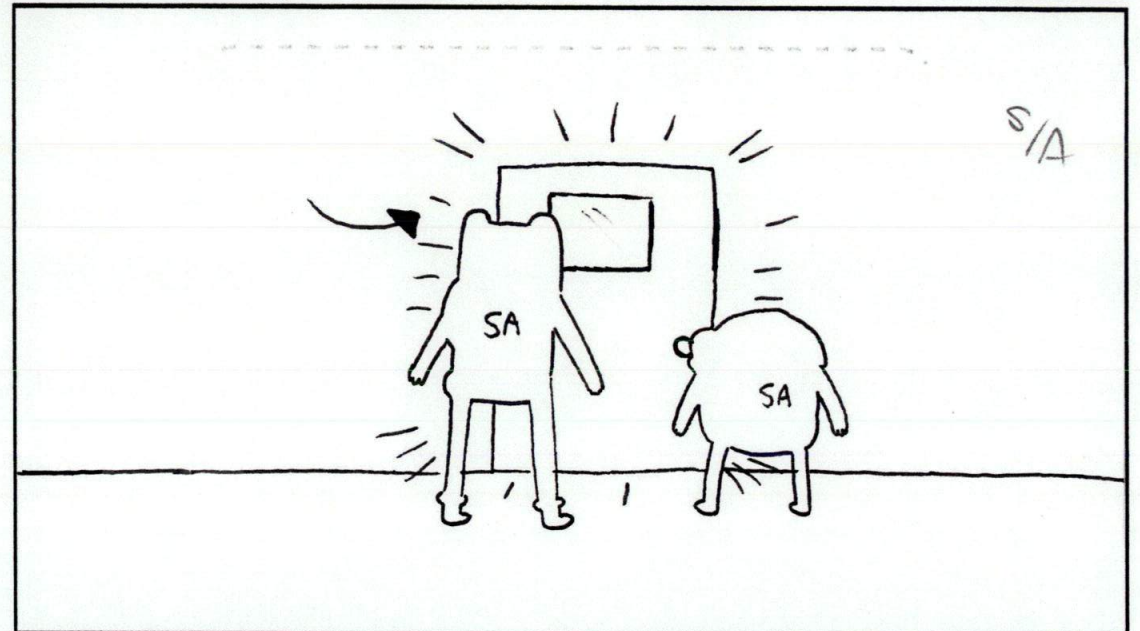


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Sc. 59 CONT Pnl. C Bg. day night



Sc. 59 CONT Pnl. D Bg. day night



Dialog:	<u>SFX:</u> * SLAM!! *
Action:	- Door slams by itself.
Timing:	JUL 07 2015

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EPISODE #

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Production :

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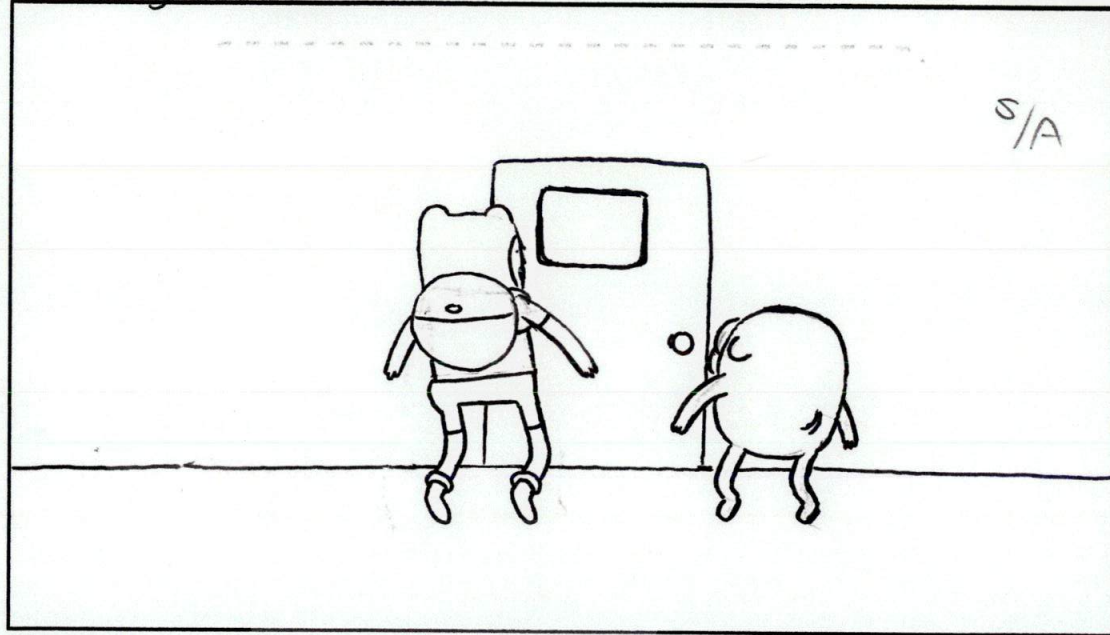


# ADVENTURE TIME

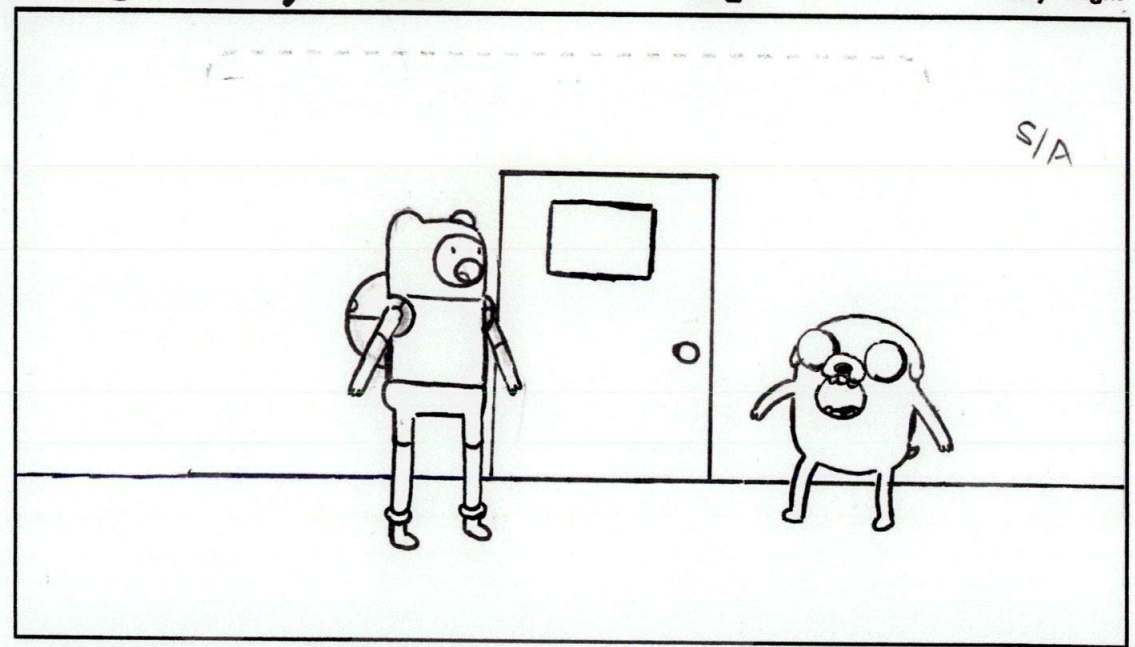


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Sc. 59 CONT Pnl. E Bg. day night



Sc. 59 CONT Pnl. F Bg. day night



Dialog:

F+J: AH!!

Action:

-F+J LOOK AT EACH OTHER, AGHAST.

Timing:

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Production :

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# ADVENTURE TIME

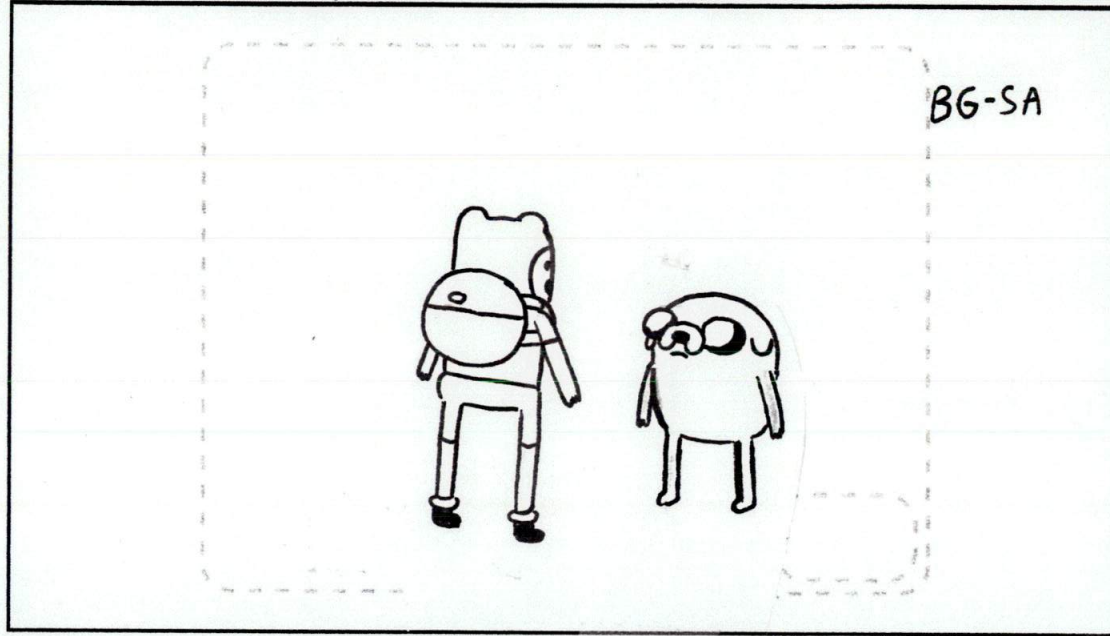


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Sc. 59 *CONT* Pnl. G

Bg.

day night

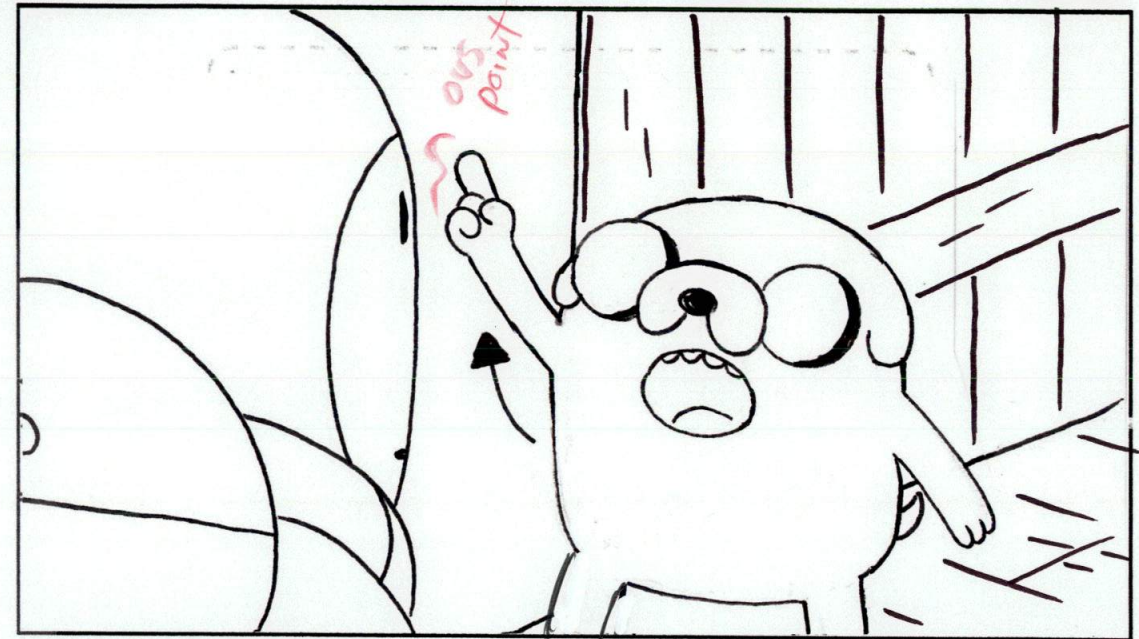


Sc. 60

Pnl. A

Bg.

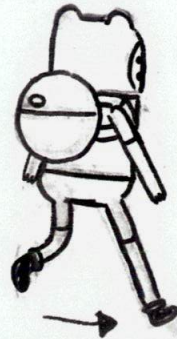
day night



Dialog: (F) STAY CALM BOI.

Action: - F+J TAKE A STEP CLOSER TO EACH OTHER.

Timing:



(G-1)



J: AAAGH!!

- J. POINTS BEHIND FINN.



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Production :

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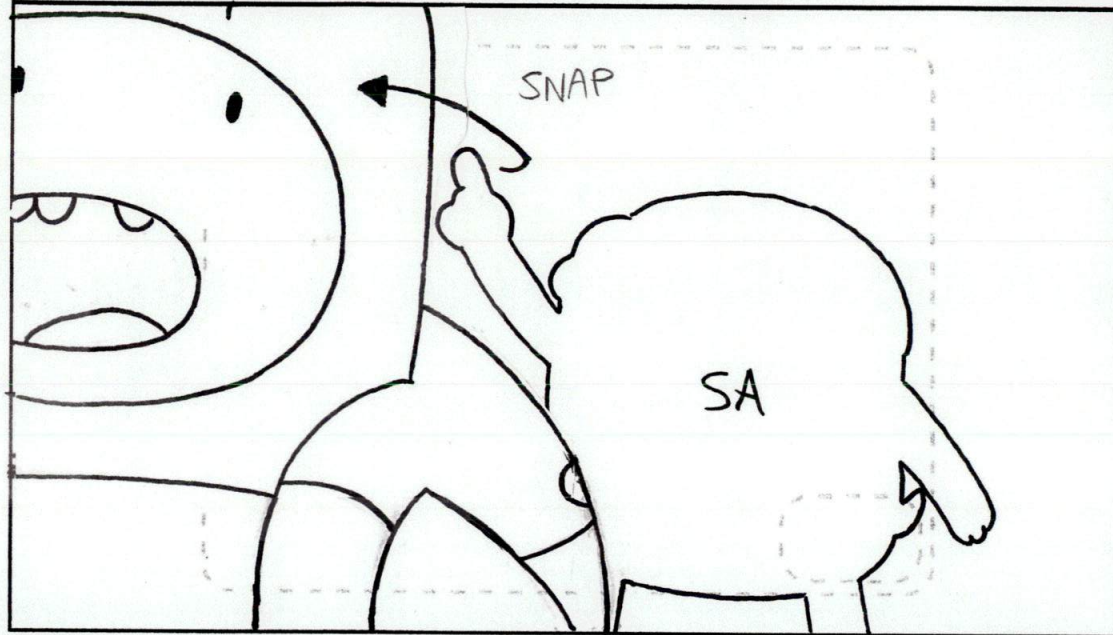


# ADVENTURE TIME

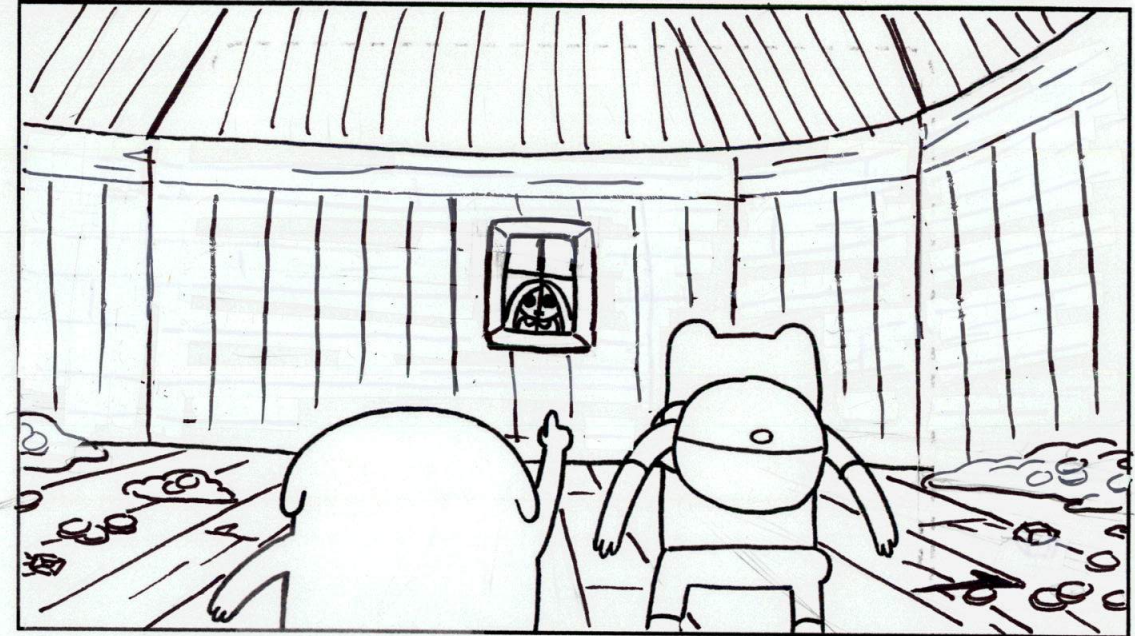


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Sc. 60 *CONT* Pnl. B Bg. day night



Sc. 61 Pnl. A Bg. day night



Dialog:	J/ Blank eyed girl!	
Action:	-f. SPINS AROUND.	-BLANK-EYED GIRL LOOKS IN THROUGH WINDOW.
Timing:	JUL 07 2015	

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Production :

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1034/220



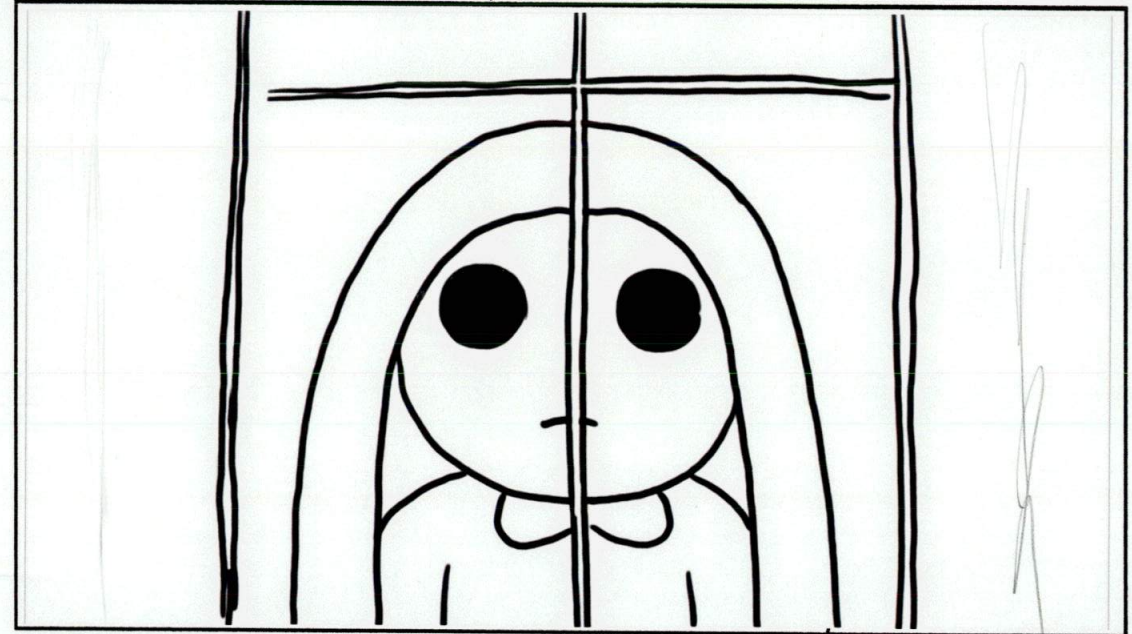
# ADVENTURE TIME



Sc. 62 Pnl. A Bg. day night



Sc. 62A Pnl. A Bg. day night



Dialog:

J: Aaeesh!

Action:

- JUMP CUT TO WINDOW.

Timing:

JUL 07 2015

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9/1A NEXT  
day night

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EPISODE #

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Production :

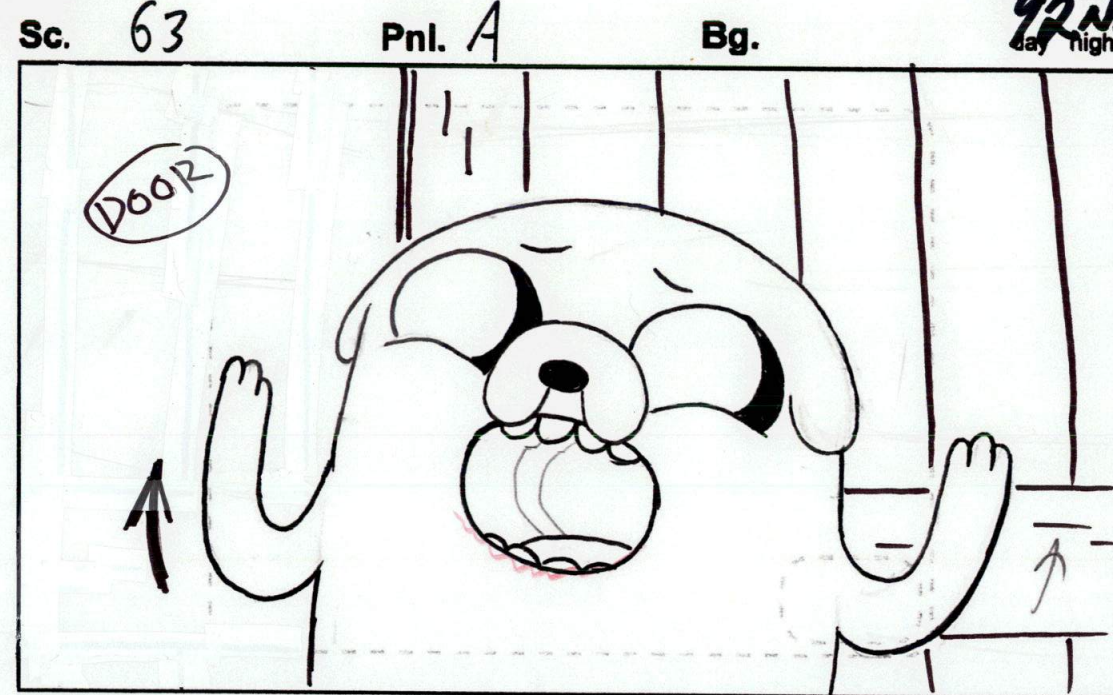
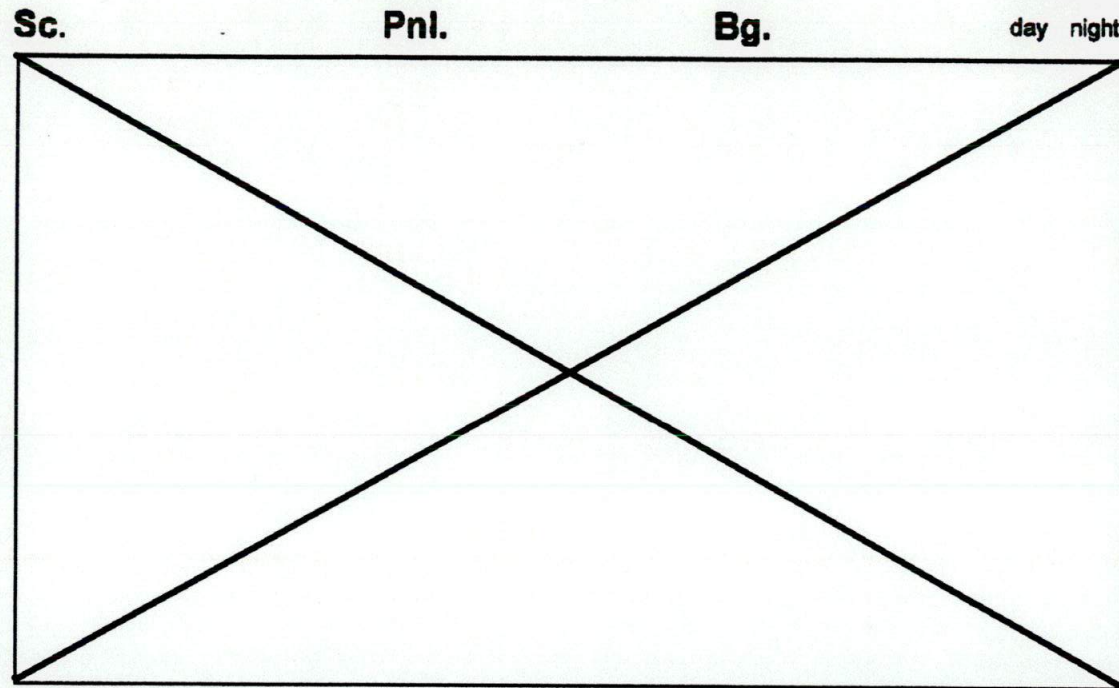
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# ADVENTURE TIME



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**92 NEXT**  
 day night



Dialog:	<u>J</u> : Aaeesh!
Action:	
Timing:	JUL 07 2015

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EPISODE #

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Production :

1034/220

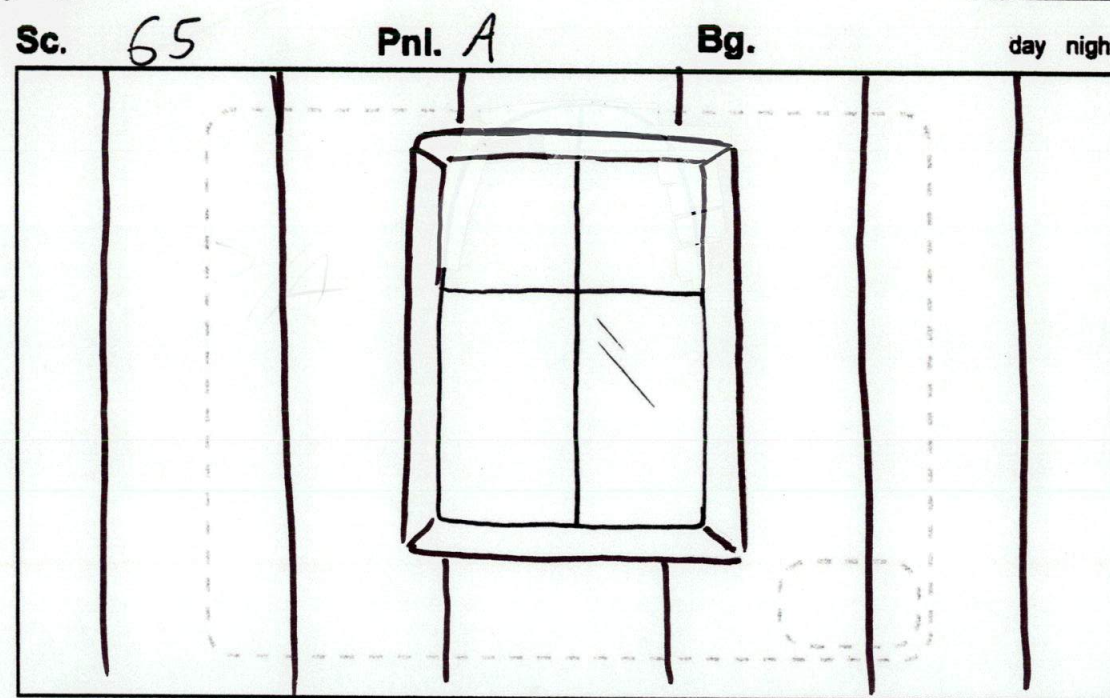
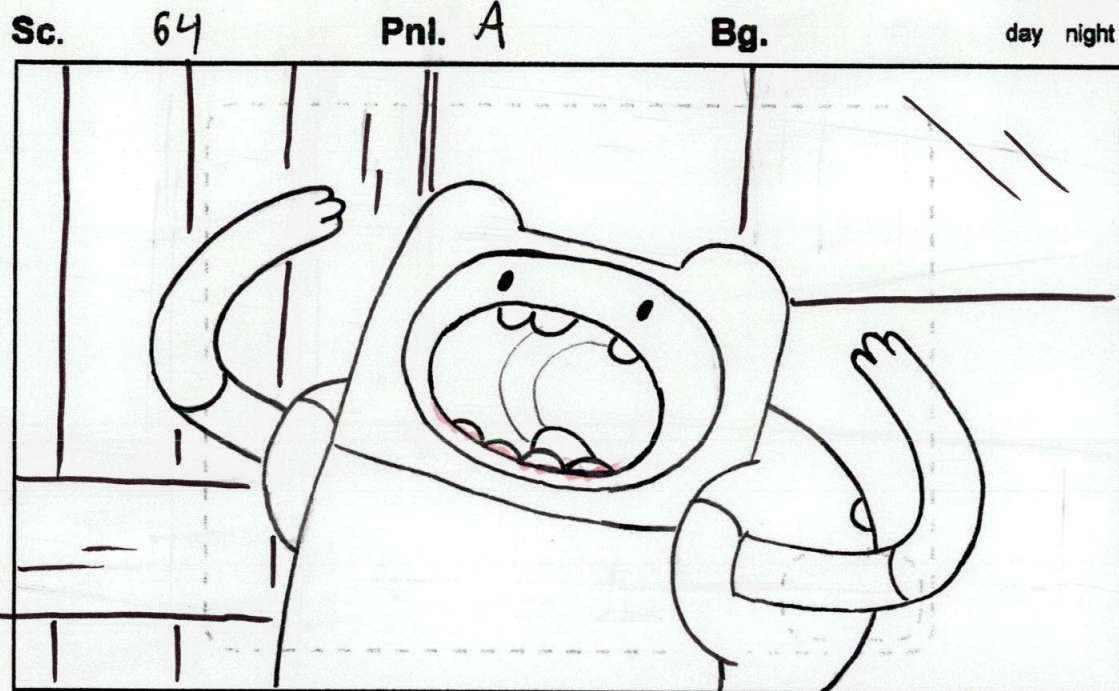
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# ADVENTURE TIME



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Dialog:

F: Aaaah!

F+J: <sup>(o/s)</sup> AAAHHH

Action:

- CUT BACK TO WINDOW, B.E.G. IS GONE NOW,

Timing:

JUL 07 2015

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EPISODE #

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Production :

1034/220

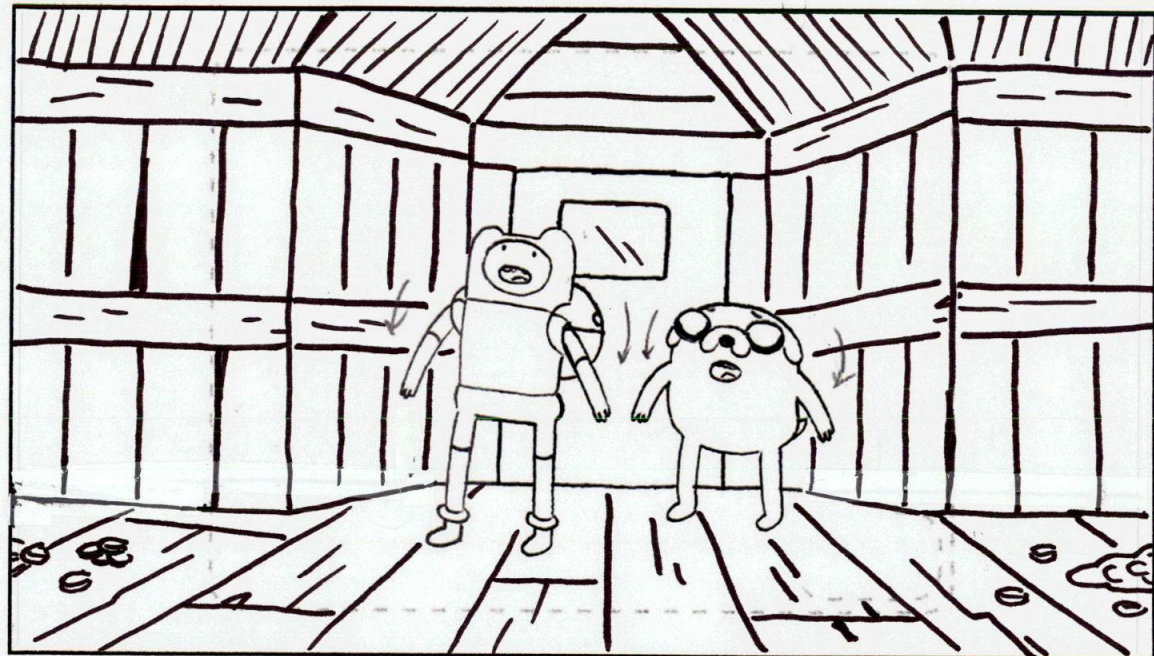


# ADVENTURE TIME

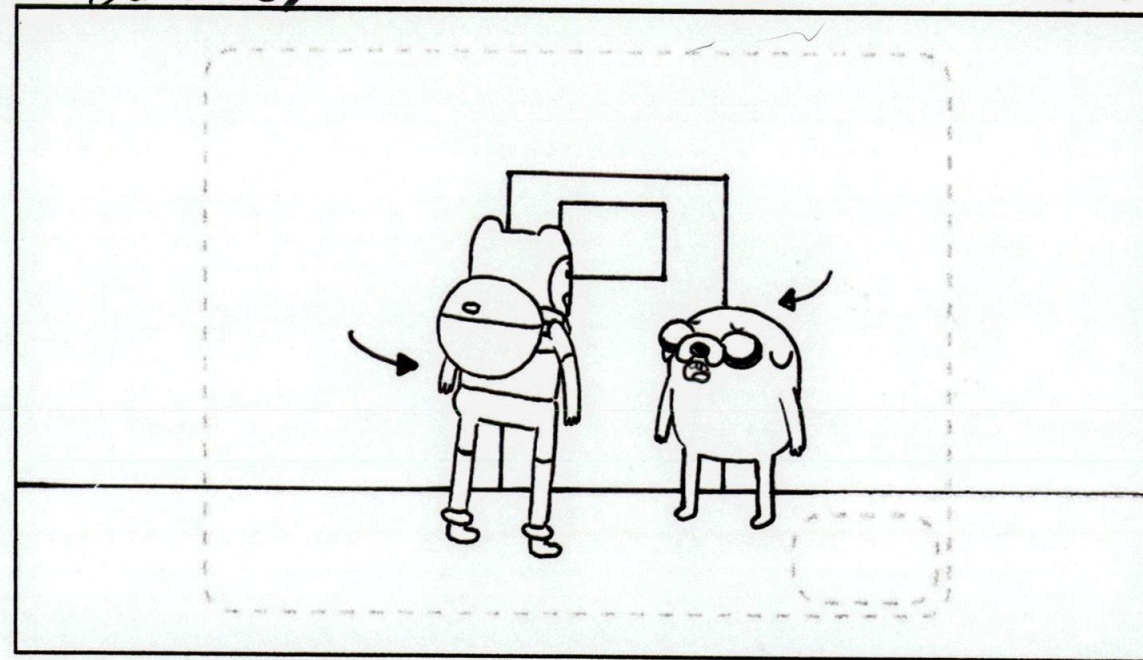


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Sc. 66 Pnl. A Bg. day night



Sc. 106 CONT Pnl. B Bg. day night



Dialog:

J: She's too creepy, man!

F: I know!

Action:

- F+J LOWER  
THEIR ARMS

- F+J TURN TOWARDS EACH OTHER,

Timing:

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Production :

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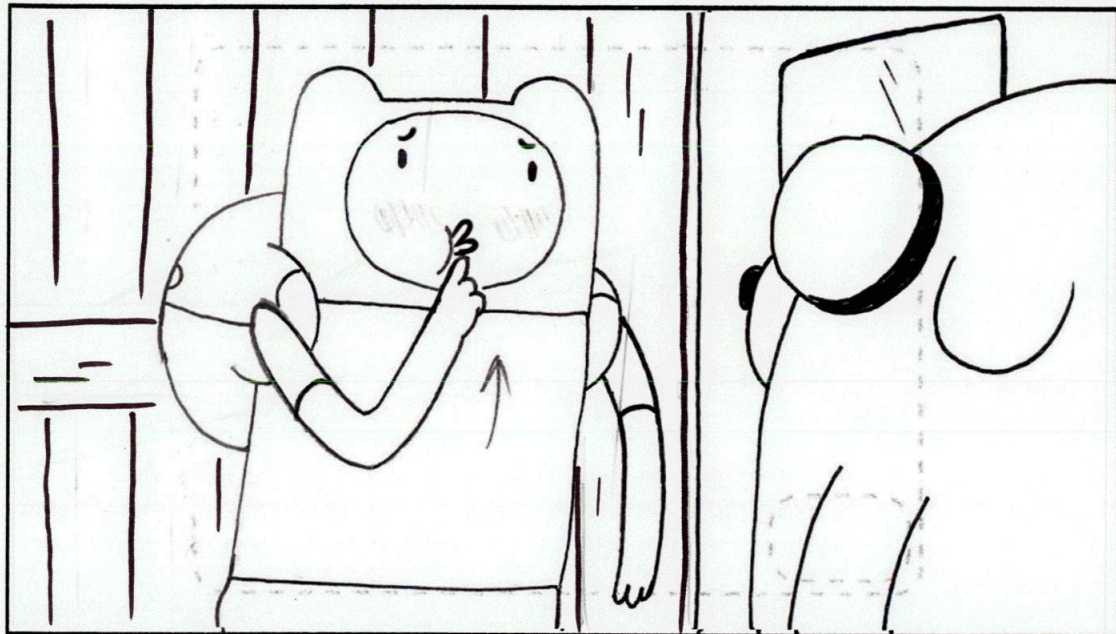


# ADVENTURE TIME



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Sc. 67 Pnl. A Bg. day night



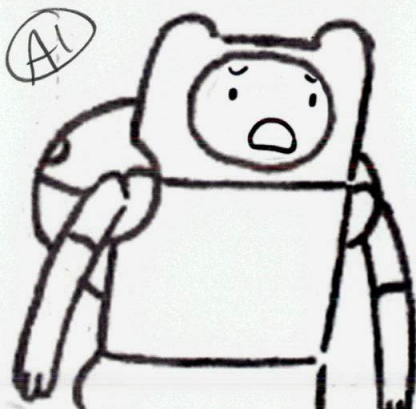
Sc. 68 Pnl. A Bg. day night



Dialog: F: I know! But I got an idea. S: Welcome next caller.  
F: <sup>(V/O)</sup> Hello Starchy?? AM I ON?

Action: - phone rings at radio station.

Timing:



JUL 07 2013

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EPISODE #

1034/220

Production :

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# ADVENTURE TIME

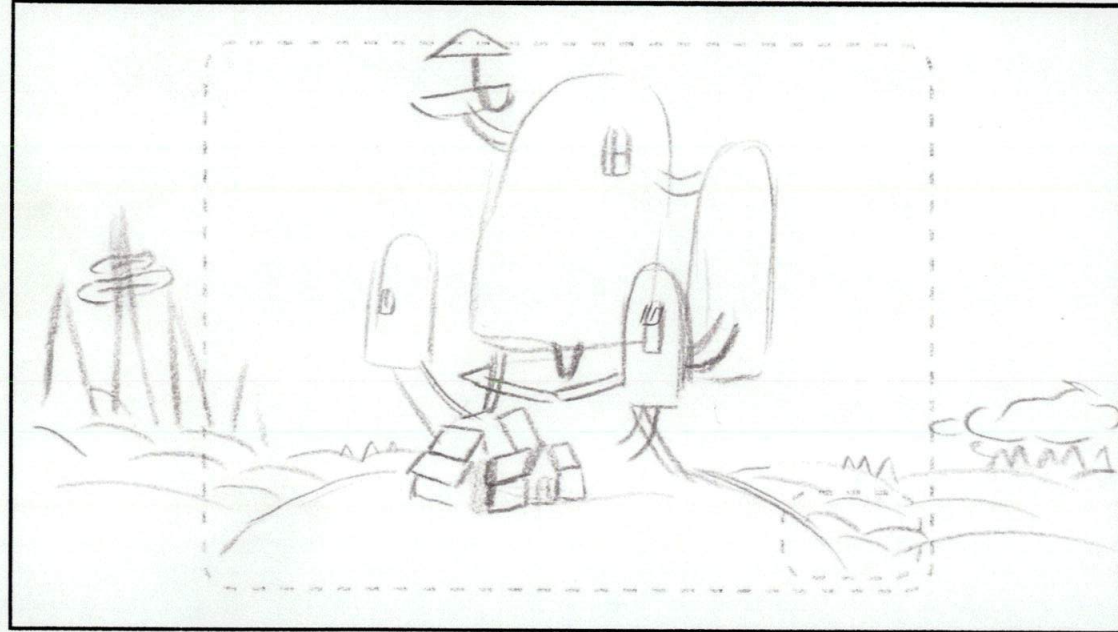


Sc. 69

Pnl. A

Bg.

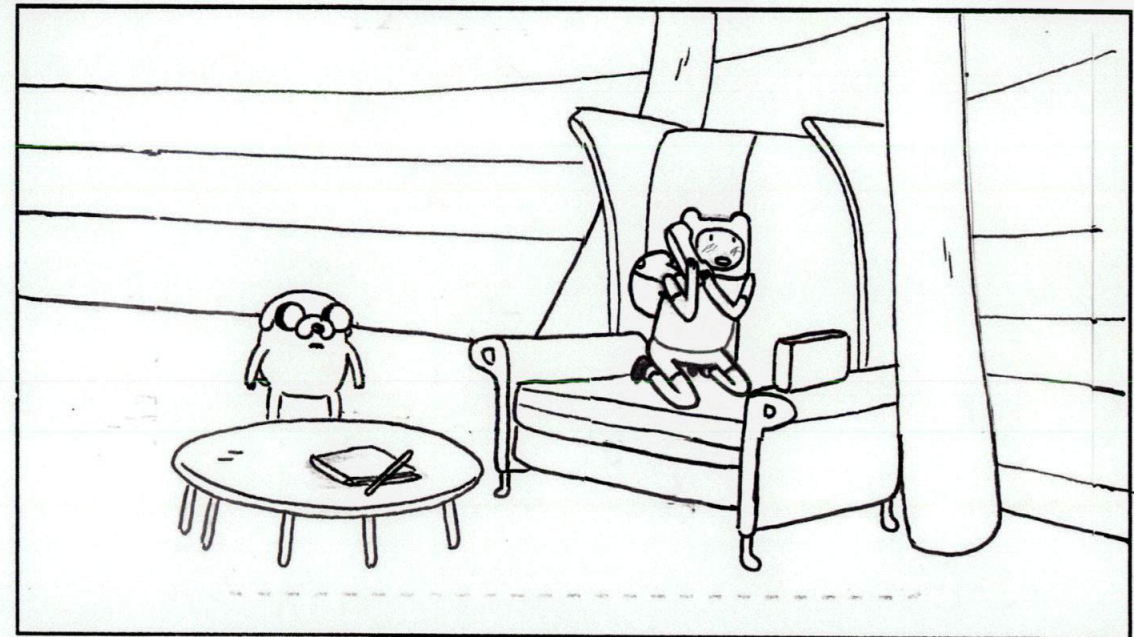
day ☒ night



Sc. 70

Pnl. A

Bg.



Page 95  
95A NEXT  
day ☒ night

Dialog:

(S) (v.o.) Yeah, YOU'RE ON.

F: Long time listener, first time caller.

Action:

-EXT. Treehouse

Timing:

JUL 07 2012

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EPISODE #

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Production :

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# ADVENTURE TIME

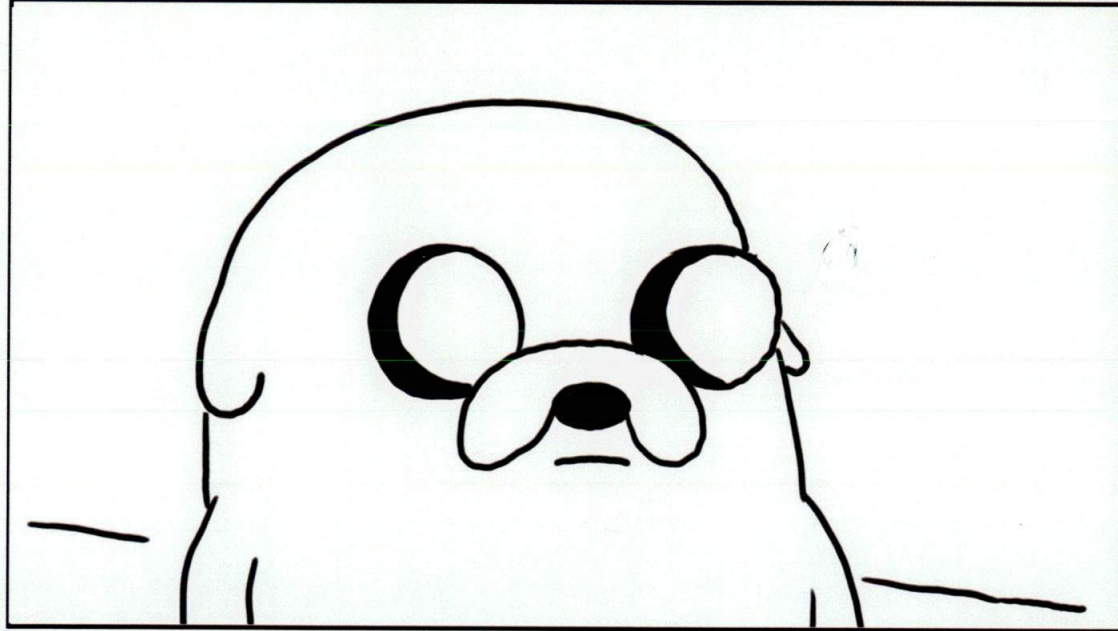


Sc. 70A

Pnl. A

Bg.

day night

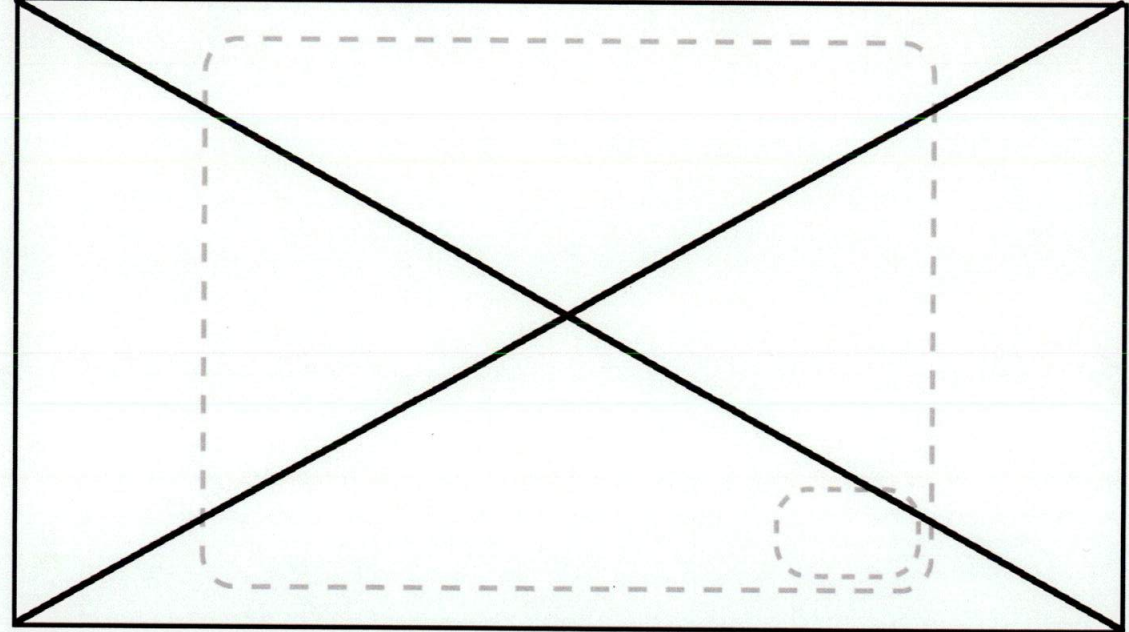


Sc.

Pnl.

Bg.

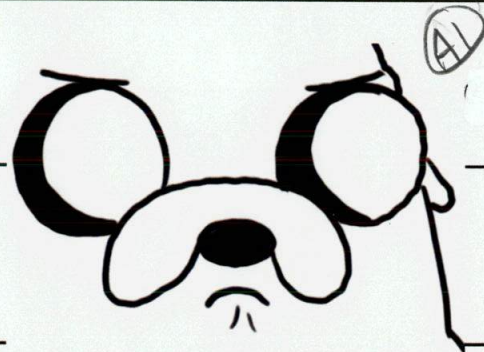
Page 95A  
96 NEXT  
day night



Dialog:

(J) [GRUMBLE]

Action:



Timing:

JUL 07 2015

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Production:

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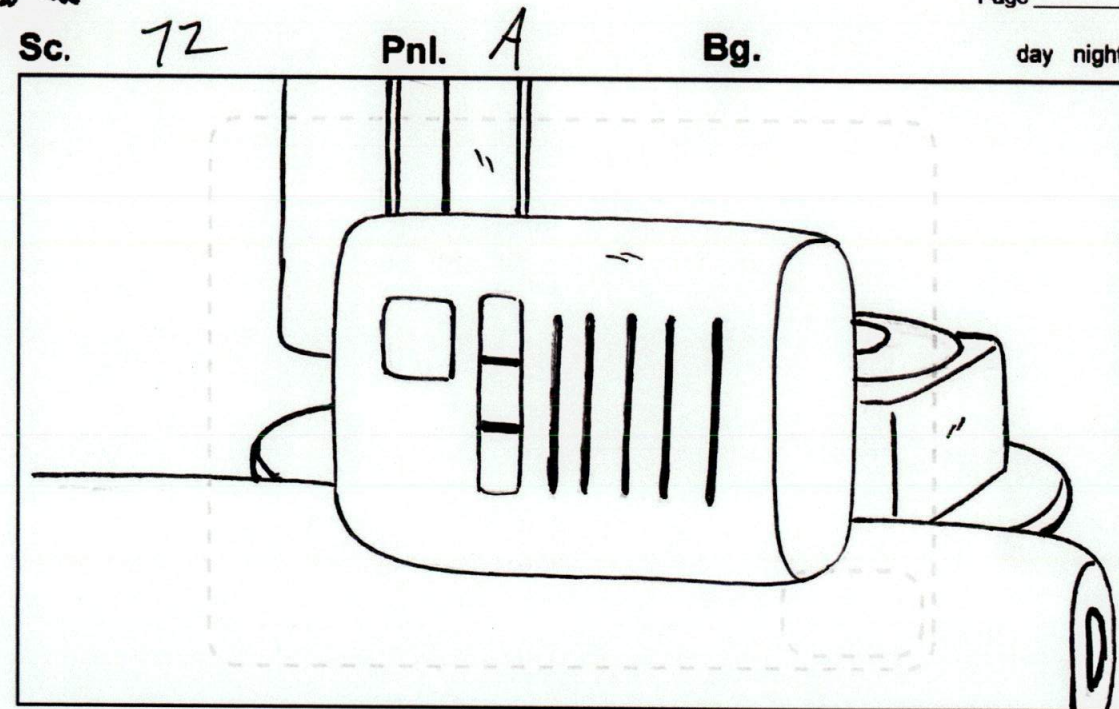
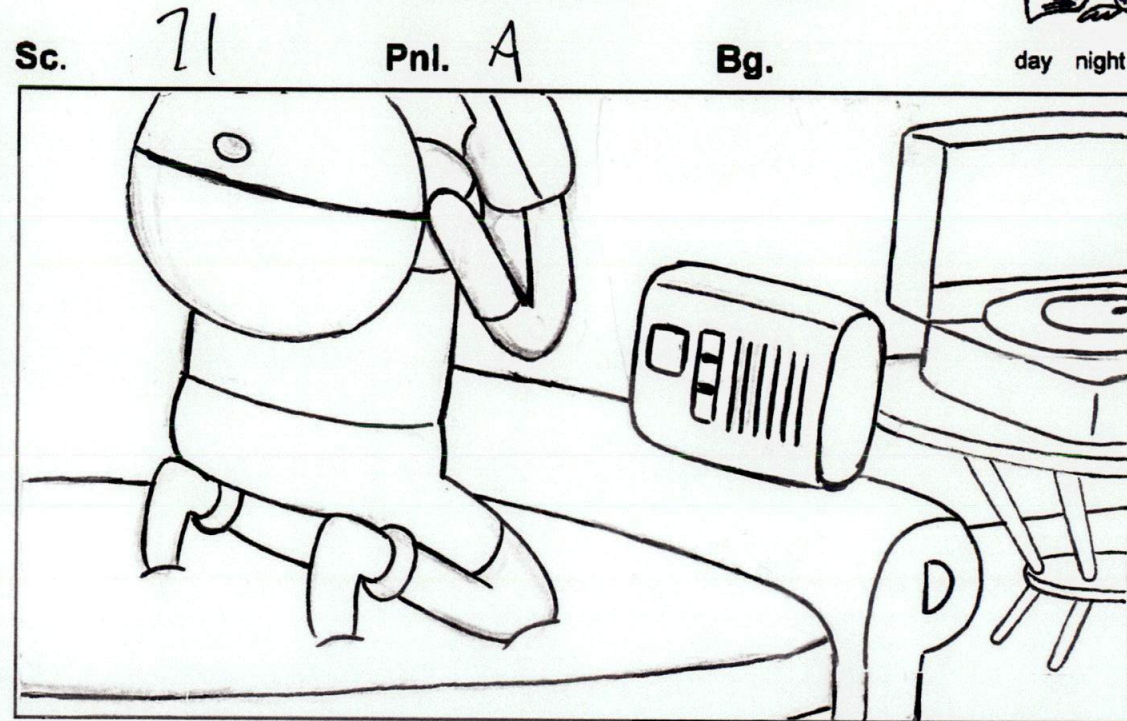
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# ADVENTURE TIME



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Dialog:	<p><u>S:</u> <sup>(VO)</sup> We've got the wonderful Finn the human on the phone!</p> <p><u>S:</u> <sup>(VO)</sup> Go ahead, Finn!</p>
Action:	<p>-FINN SITS NEXT TO RADIO.</p>
Timing:	<p>JUL 07 2015</p>

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EPISODE #

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Production :

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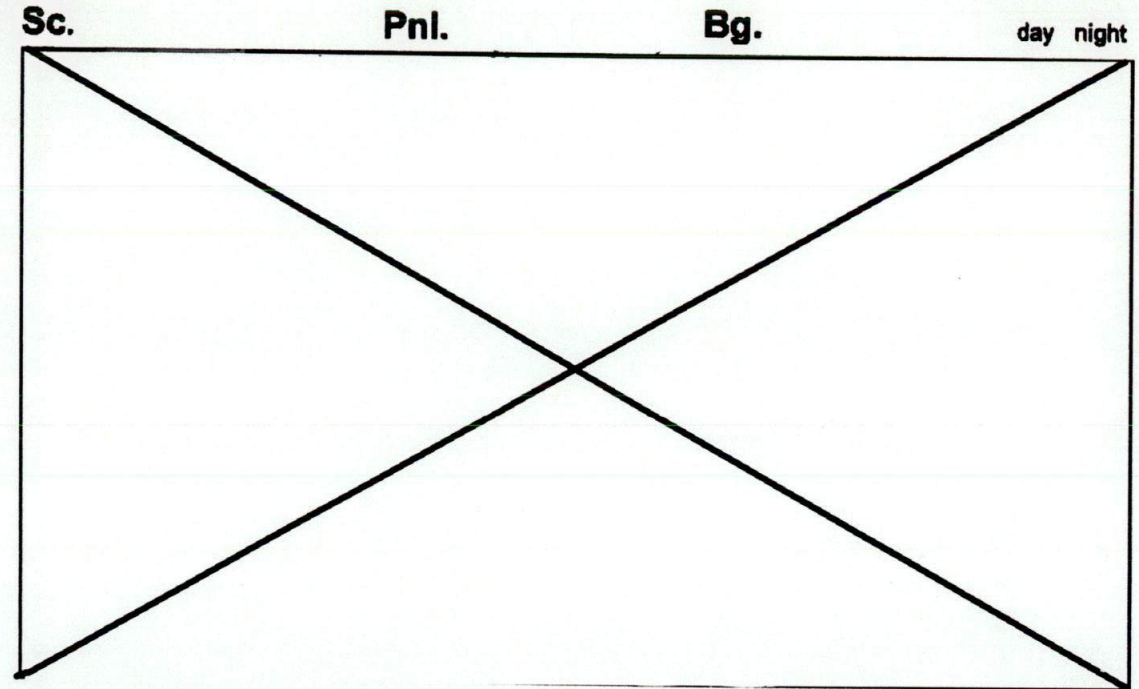
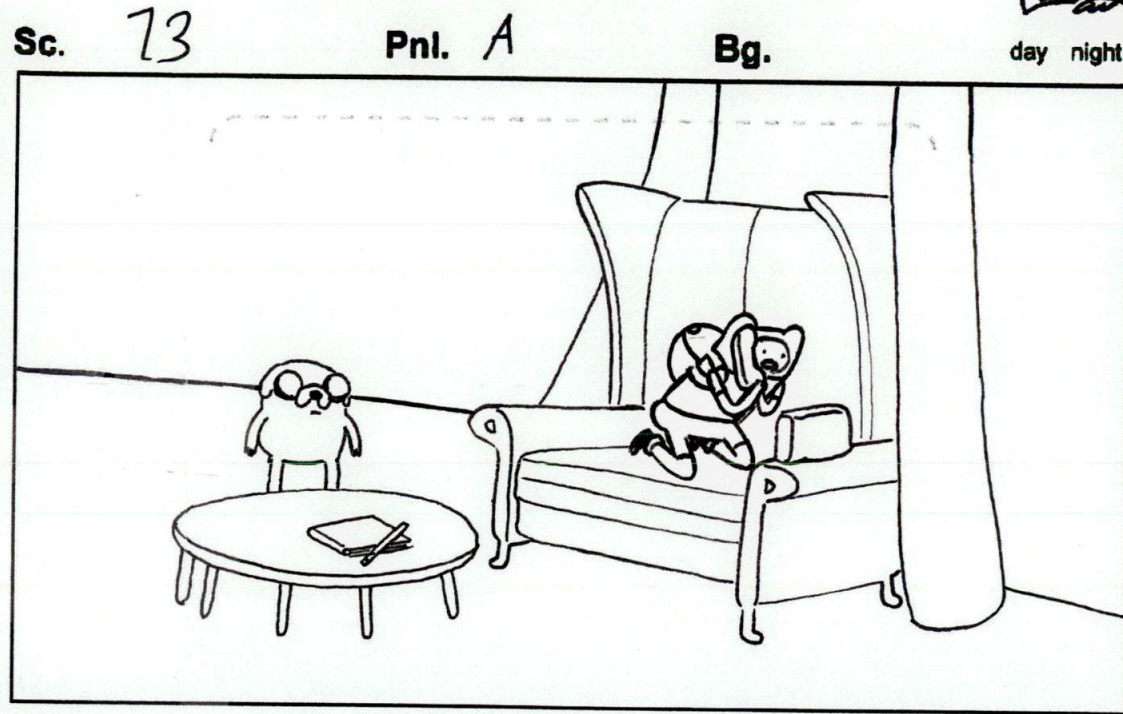


# ADVENTURE TIME



No Sc74

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**Dialog:**  
 (F) STARCHY! I'm in a BLANK-EYED girl situation, right now!

**Action:**

**Timing:**

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Production :

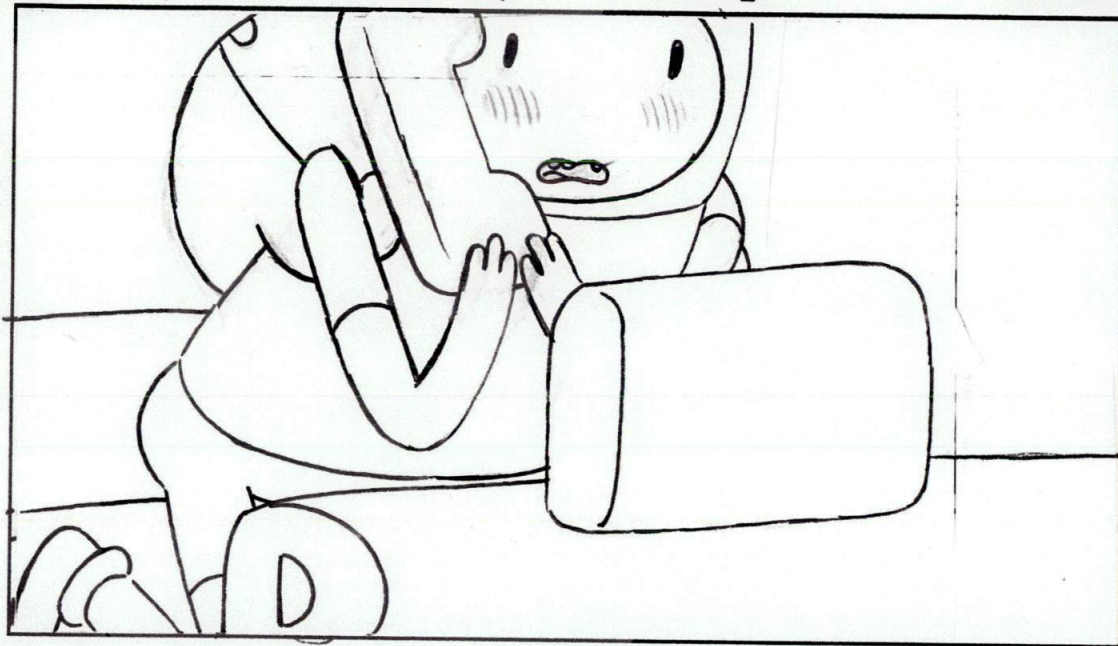
1034/220



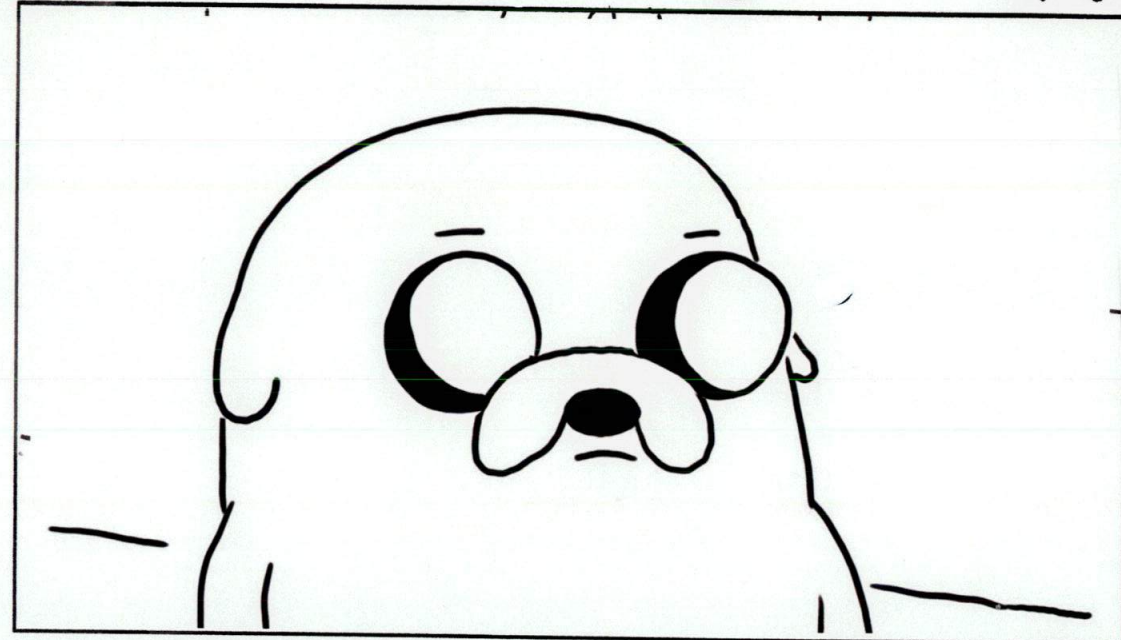
# ADVENTURE TIME



Sc. 75 Pnl. A Bg. day night



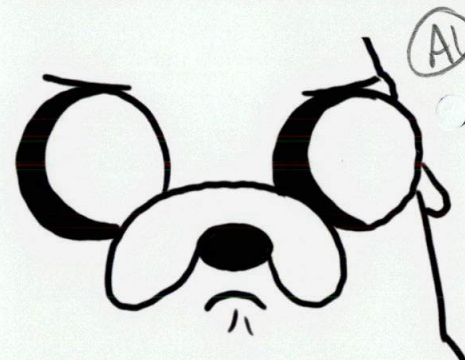
Sc. 75A Pnl. A Bg. day night



Dialog: F: what should I do? (S) (0/5) HMM...

Action:

Timing:



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1034/220

Production :

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98A NEXT  
day night



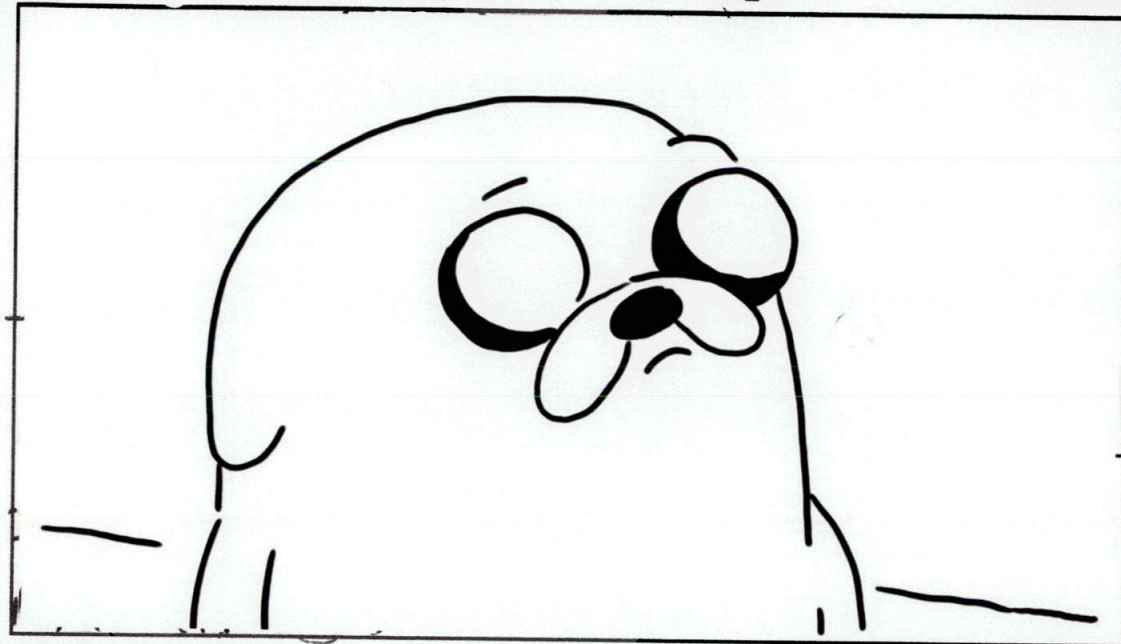
# ADVENTURE TIME



Sc. 75A *cont* Pnl. B

Bg.

day night



Sc. 76

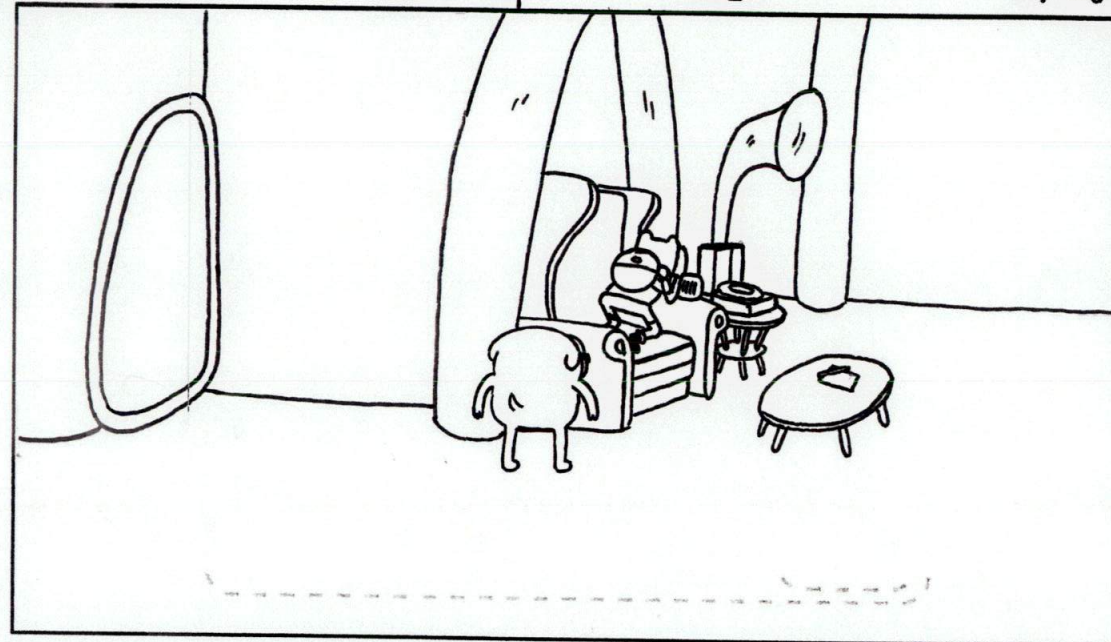
Pnl. A

Bg.

Page 98A

day night

99NEXT



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Dialog:

J: I'M Going upstairs to get a better look!

Action:

Timing:



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Production :

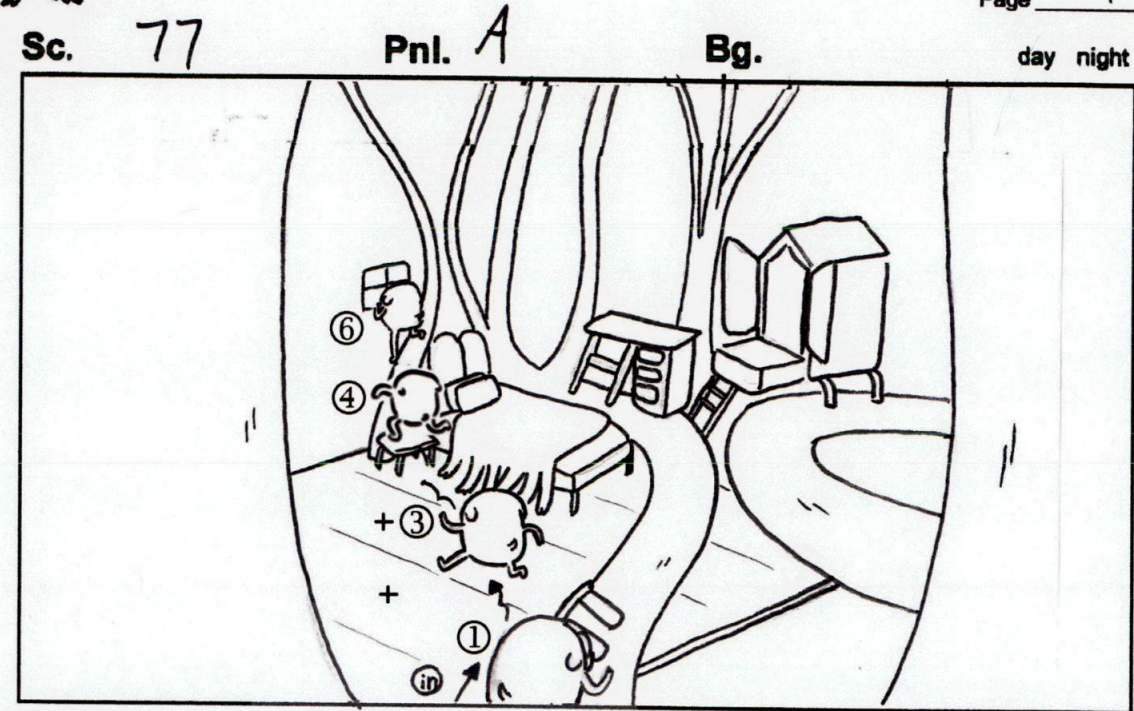
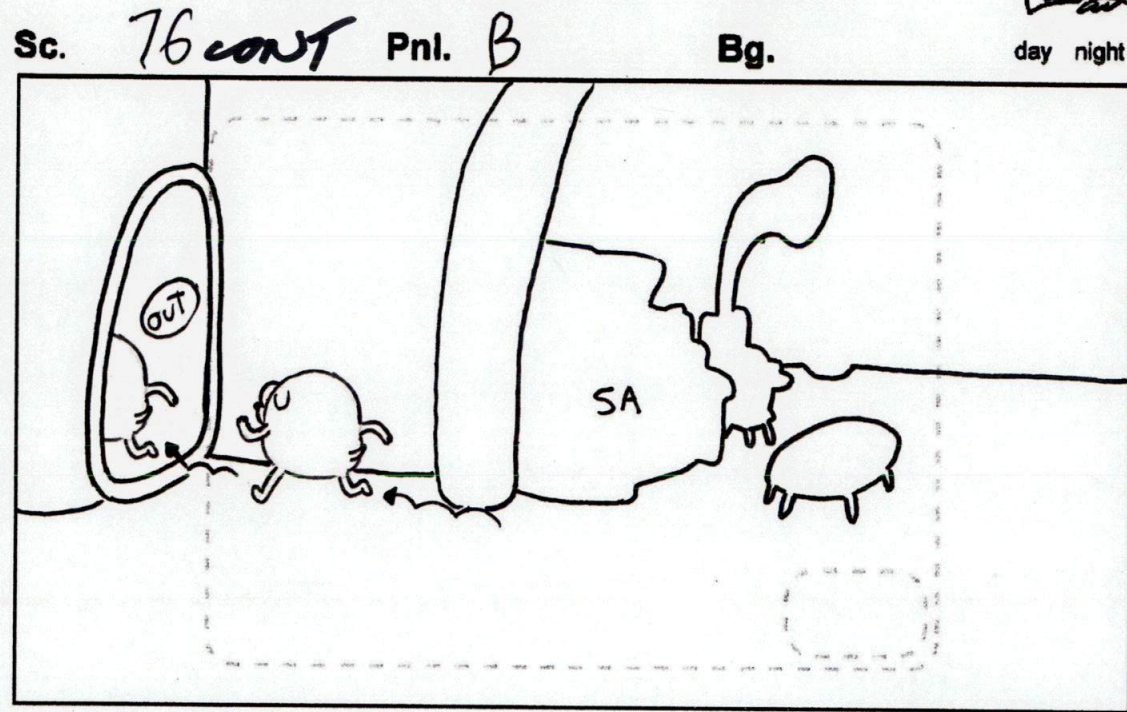
1034/220



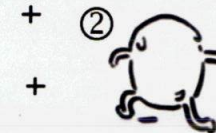
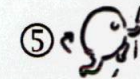
# ADVENTURE TIME



Page 99  
day night



Dialog:	<p><u>S:</u> (O/S) Alright, stay calm YOU CALLED THE RIGHT GUY, THE QUESTION IS, WHY DID SHE CHOOSE YOU?</p>	
Action:	<p>- J. RUNS OFF/S.</p>	<p>- J. CLIMBS ON/S AND RUNS OVER TO WINDOW.</p>
Timing:	<p>JUL 07 2011</p>	



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EPISODE #

1034/220

Production :

1034/220



# ADVENTURE TIME



No Sc79

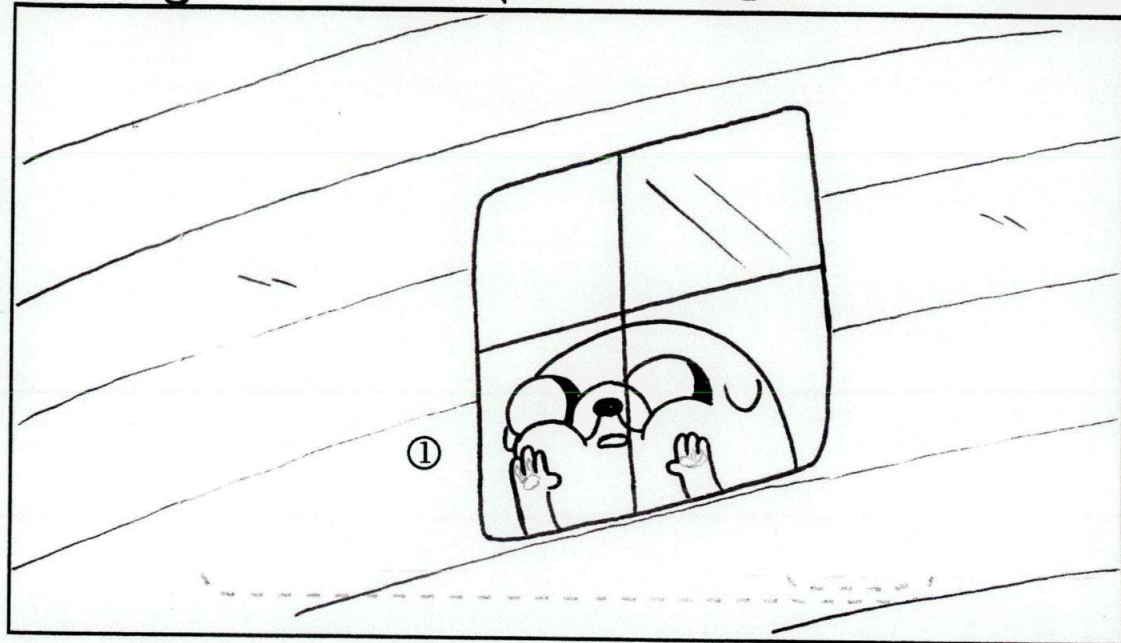
Page **100**  
No PG-101  
day night

Sc. **78**

Pnl. **A**

Bg.

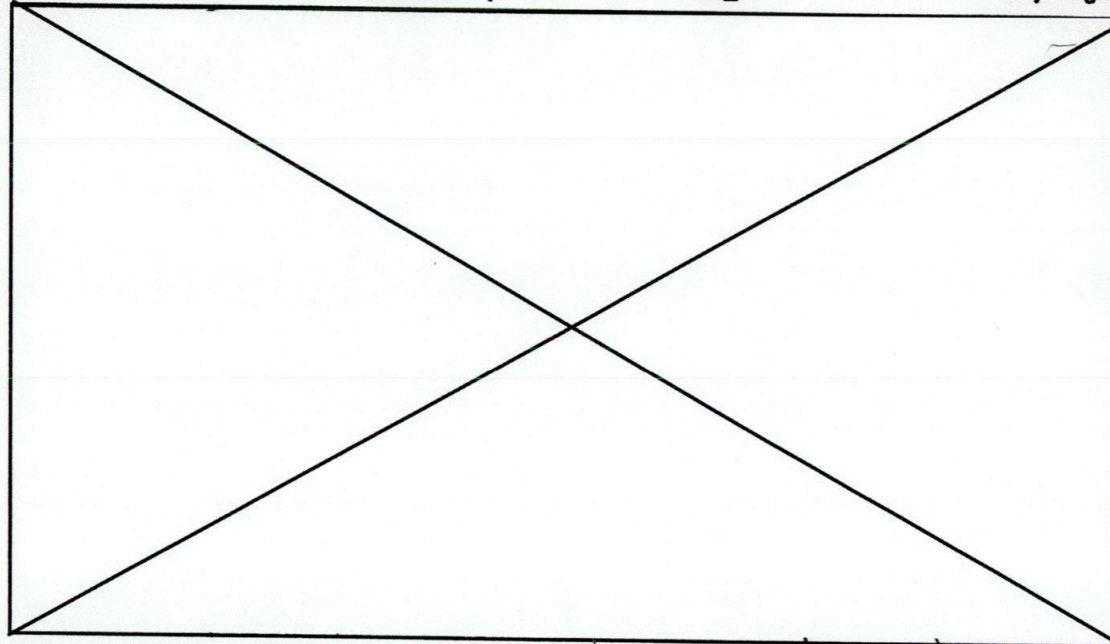
day night



Sc.

Pnl.

Bg.



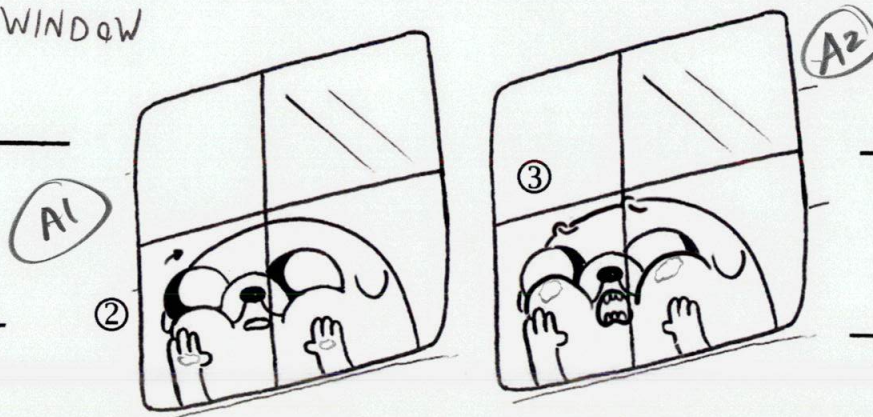
Dialog:

(S) (q/s) ARE THESE VISITS  
RANDOM EVENTS? MAYBE! J/ Ahh

Action:

- J. STARES OUT WINDOW

Timing:



JUL 07 2015

Production :

1034-220

EPISODE #

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1034/220

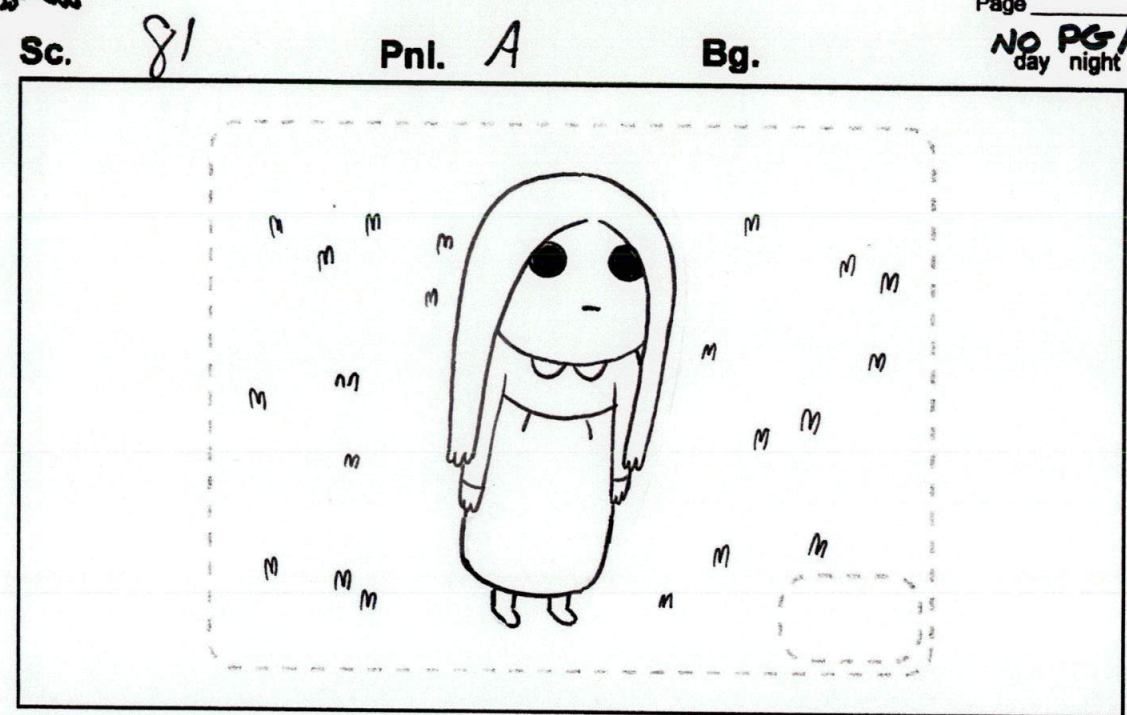
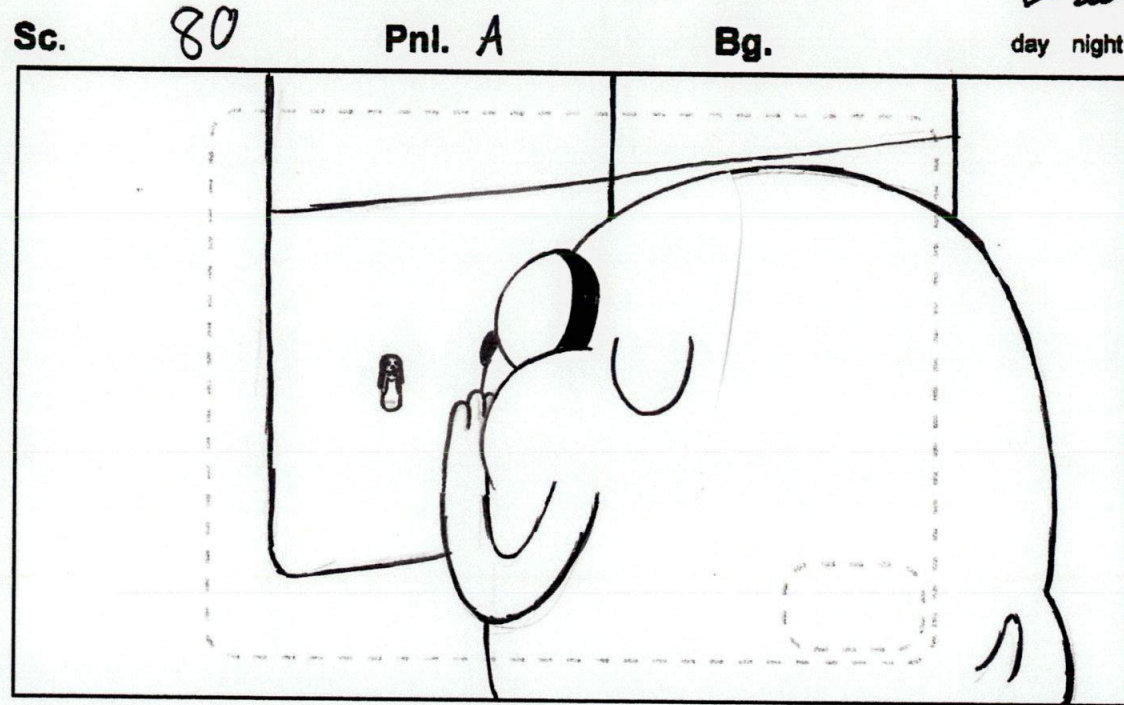


# ADVENTURE TIME



No Sc82

Page 102  
No PG/103  
day night



Dialog:	(S) <sup>(o/s)</sup> MAYBE YOU'RE CURSED FOR SOMETHING YOU DID IN THE PAST. Or the future.	
Action:	- BLANK-EYED GIRL STANDS ON LAWN.	- JUMP CUT TO B.E.G.
Timing:	JUL 07 2015	

EPISODE # 1034-220

Production :

1034/220

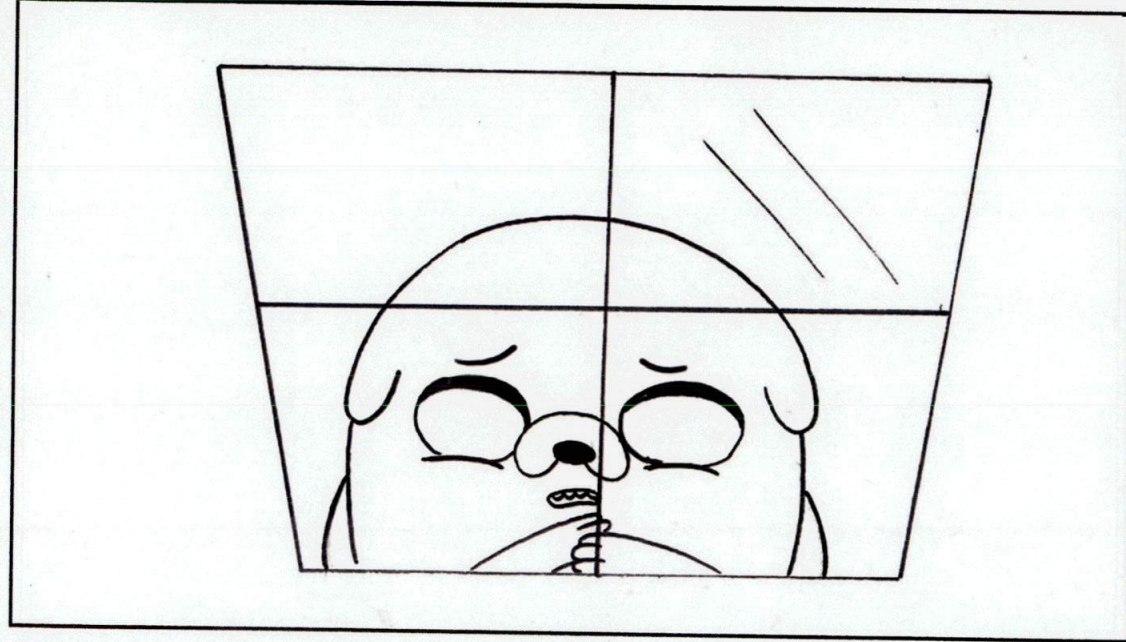


# ADVENTURE TIME

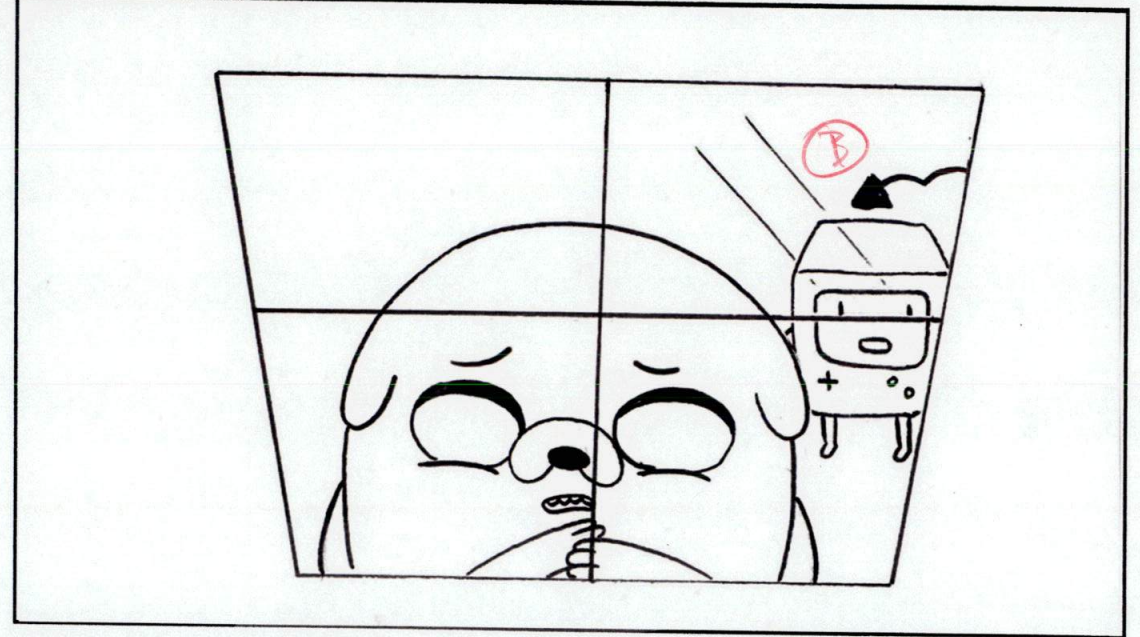


Page 104  
day night

Sc. 83 Pnl. A Bg. day night

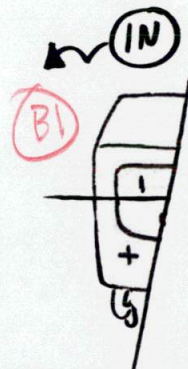


Sc. 83 cont Pnl. B Bg. day night



Dialog:	<u>BMO:</u> Jake!
Action:	-BMO WALKS ON/S BEHIND JAKE.
Timing:	

JUL 07 2015



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EPISODE #

1034/220

Production :

1034/220



# ADVENTURE TIME

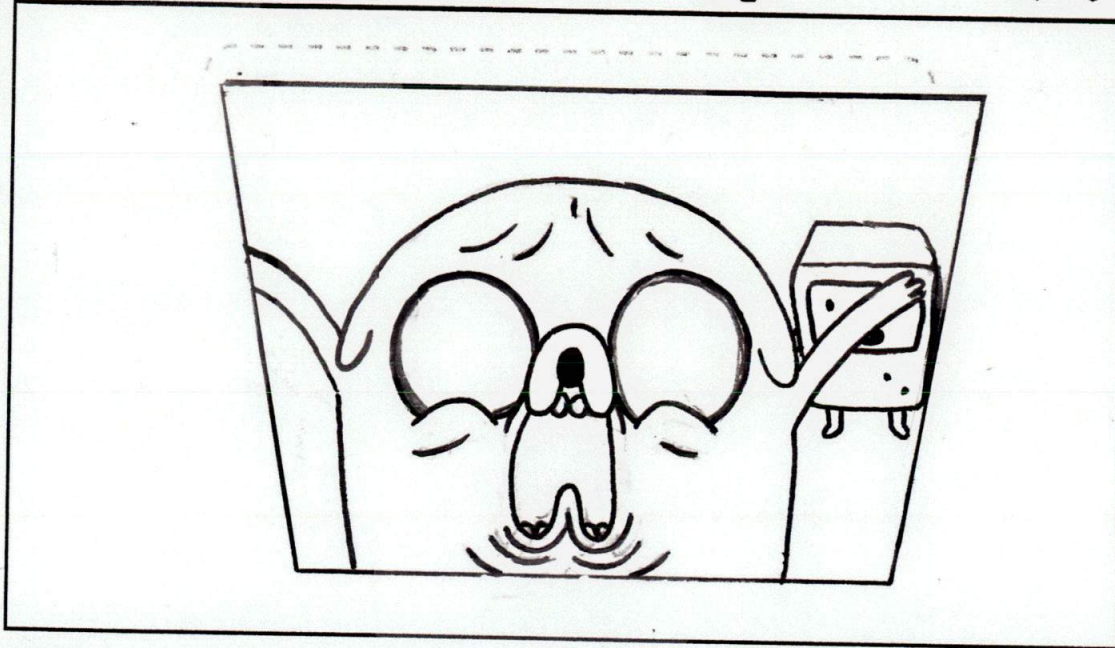


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Sc. 83 cont Pnl. C

Bg.

day night

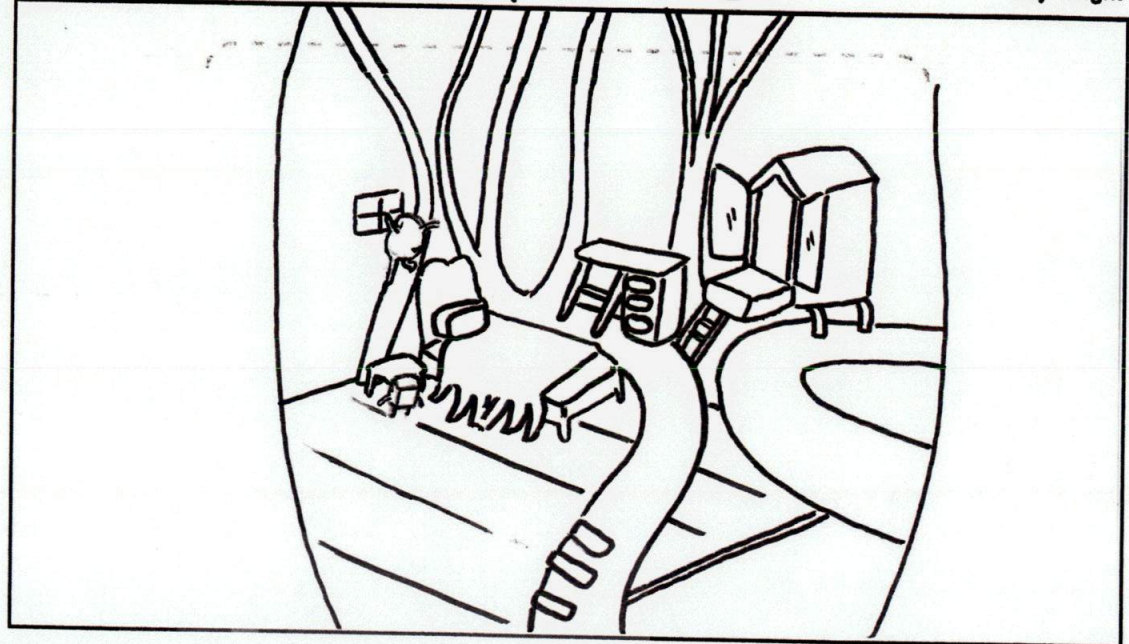


Sc. 84

Pnl. A

Bg.

day night



Dialog:

① [ HIGH-PITCHED SCREAM ]

Action:

Timing:

JUL 07 2015

EPISODE # 1034-220

1034/220

Production :

1034/220

1034/220



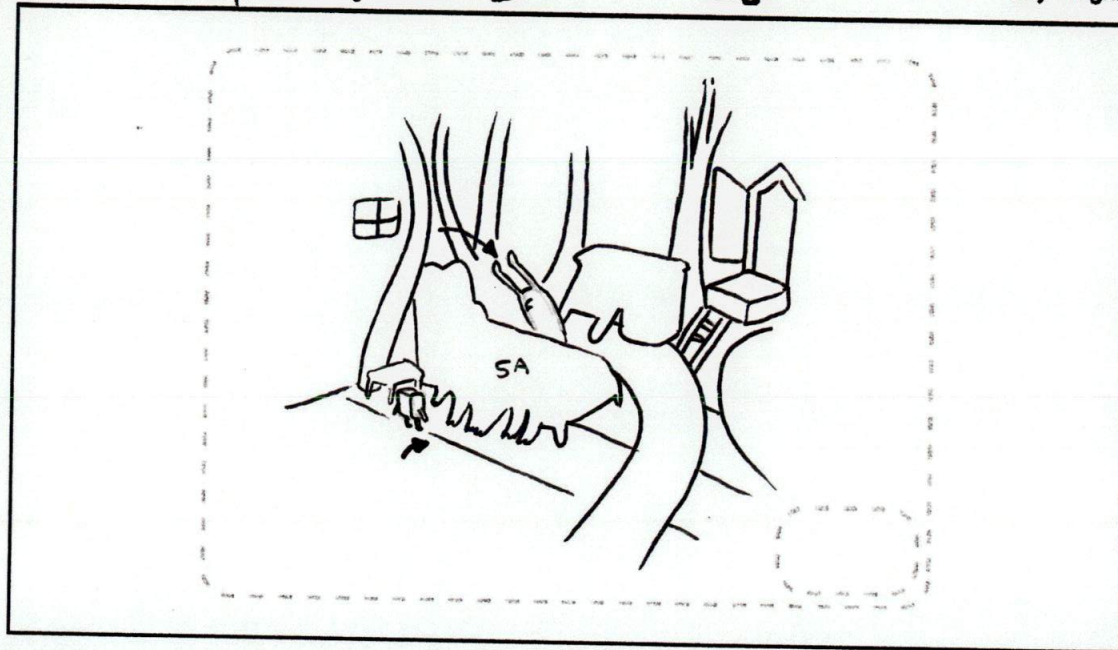
# ADVENTURE TIME



Sc. 84 *cont* Pnl. B

Bg.

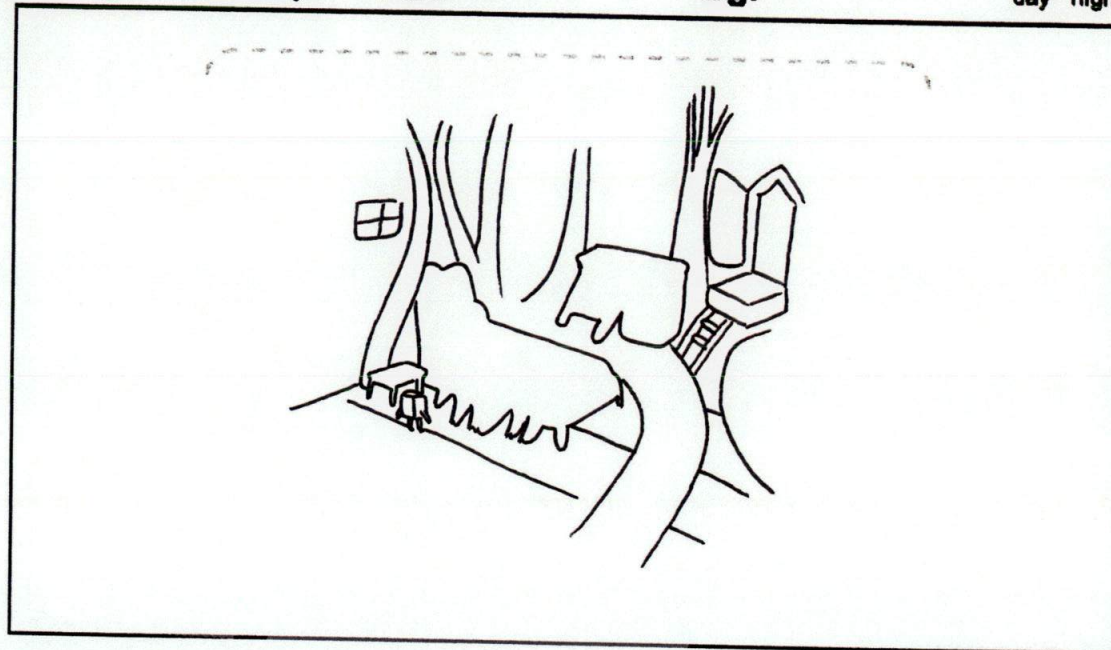
day night



Sc. 84 *cont* Pnl. C

Bg.

day night



Dialog:

SFX: \* KA-THUMP \*

Action:

- J. DIVES BEHIND BCD.

Timing:

JUL 07 2015

EPISODE # 1034-220

1034/220

Production :

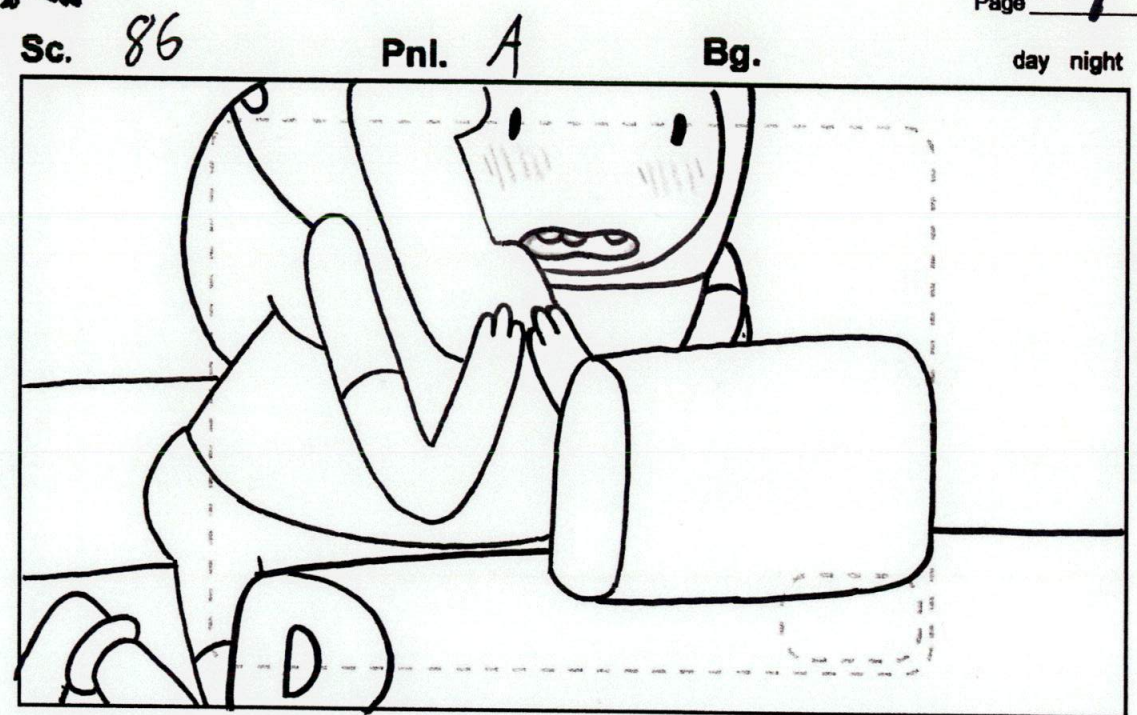
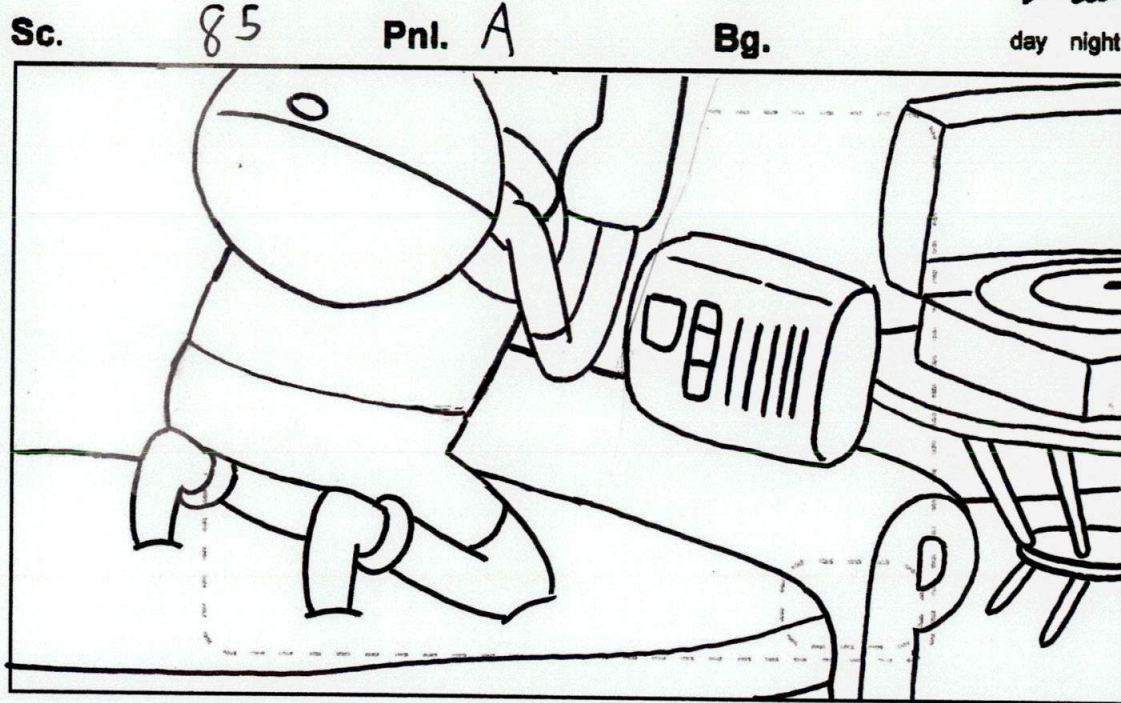
1034/220



# ADVENTURE TIME



Page 107  
day night



Dialog:	<u>S</u> : <sup>(95)</sup> Finn, have you invited the BLANK-EYED girl inside?	<u>F</u> : No! why?
Action:	<u>S</u> : Because I believe the girls have to follow vampire rules.	
Timing:	JUL 07 2015	

1034-220  
EPISODE #

Production :

1034/220

1034/220

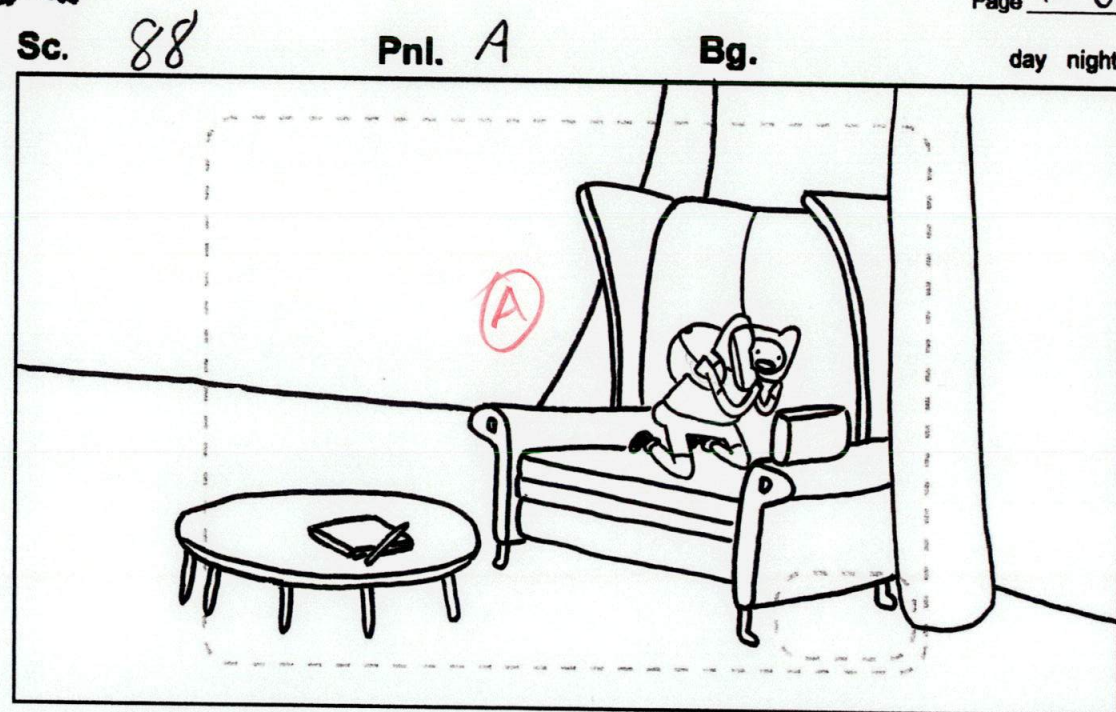
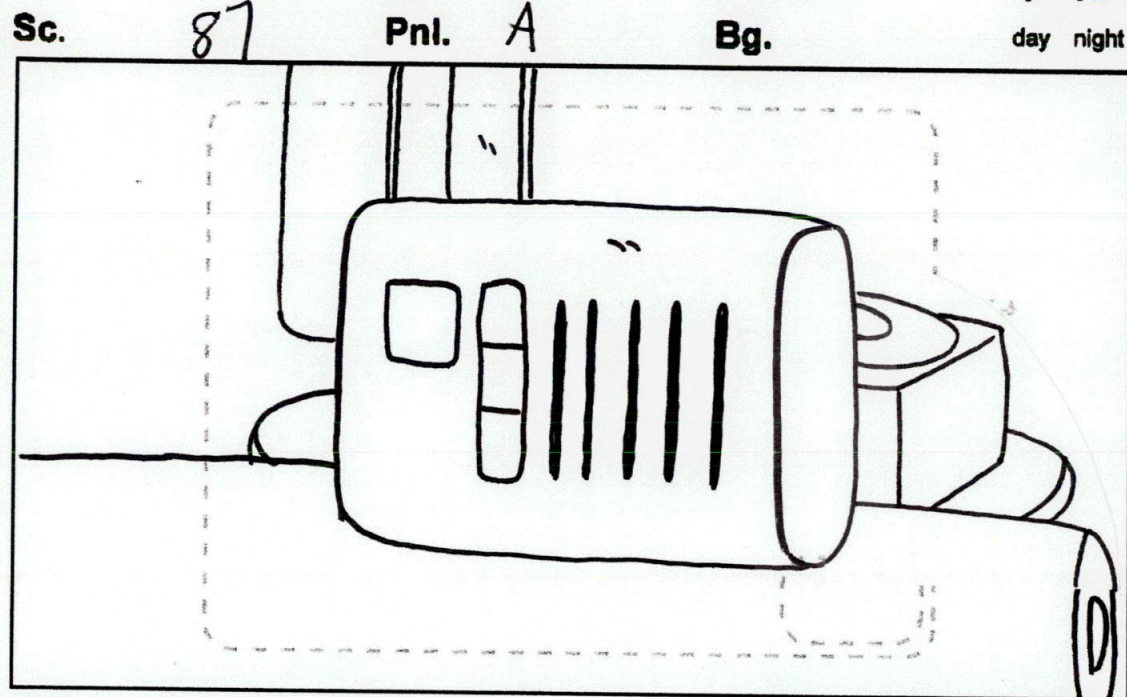


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# ADVENTURE TIME



Page 108

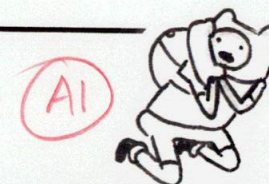


Dialog: S: <sup>(9/5)</sup> As long as you don't invite her, in, you should be fine.

F: OK, let me write --

Action:

- F. LOOKS OVER AT NOTEPAD.



Timing:

JUL 07 2015

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1034/220

Production :

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# ADVENTURE TIME



Page 109

Sc. 88 CONT Pnl. B

Bg.

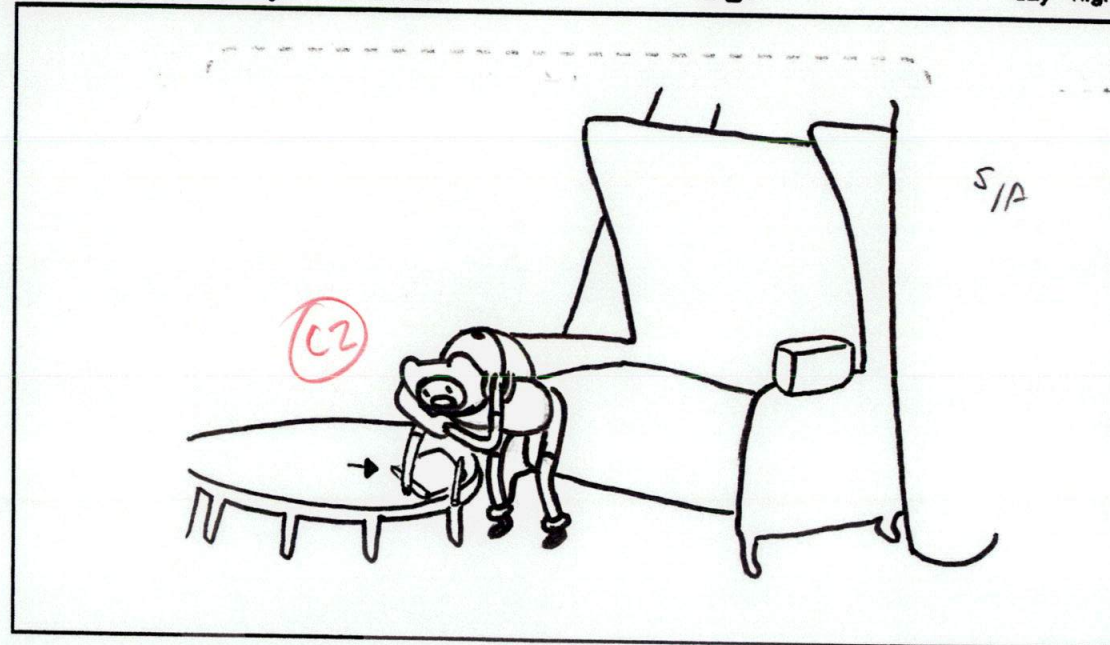
day night



Sc. 88 CONT Pnl. C

Bg.

day night



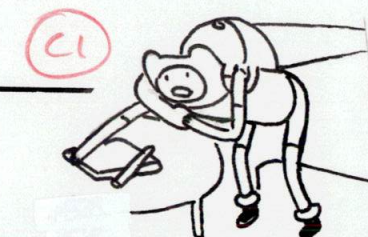
Dialog:

(F) THIS DOWN ...

Action:

- F. GETS OFF OF COUCH

- F. GRABS NOTEPAD.



Timing:

JUL 07 2015

1034-220

EPISODE #

1034/220

Production :

1034/220

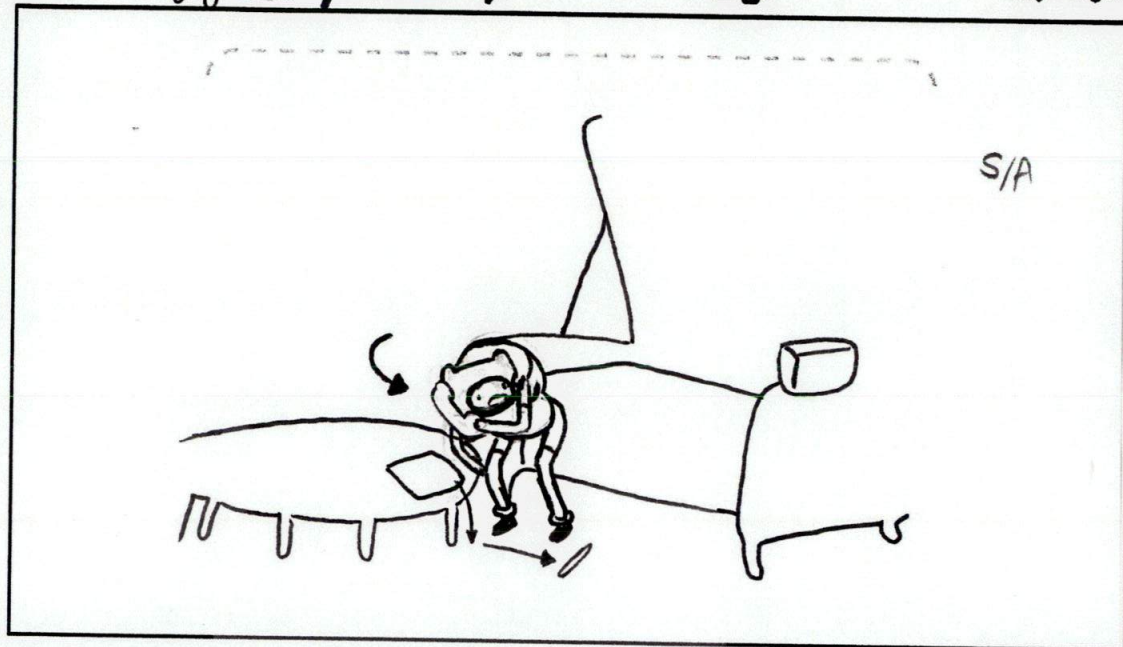


# ADVENTURE TIME

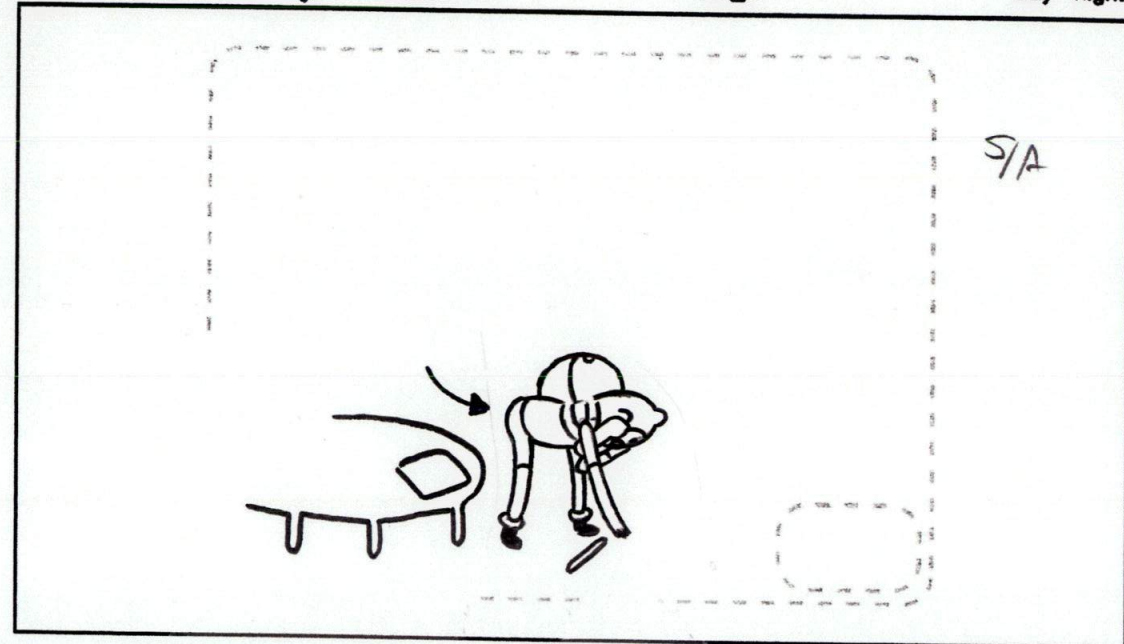


Page 110

Sc. 88 *cont* Pnl. D Bg. day night



Sc. 88 *cont* Pnl. E Bg. day night



<p>Dialog: (F) OH'P. SFX: * TK-TK-TK *</p>	
<p>Action: - pencil falls, rolls a bit.</p>	<p>- F. REACHES FOR PENCIL.</p>
<p>Timing:</p>	
<p>JUL 07 2015</p>	

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EPISODE #

1034/220

Production :

1034/220

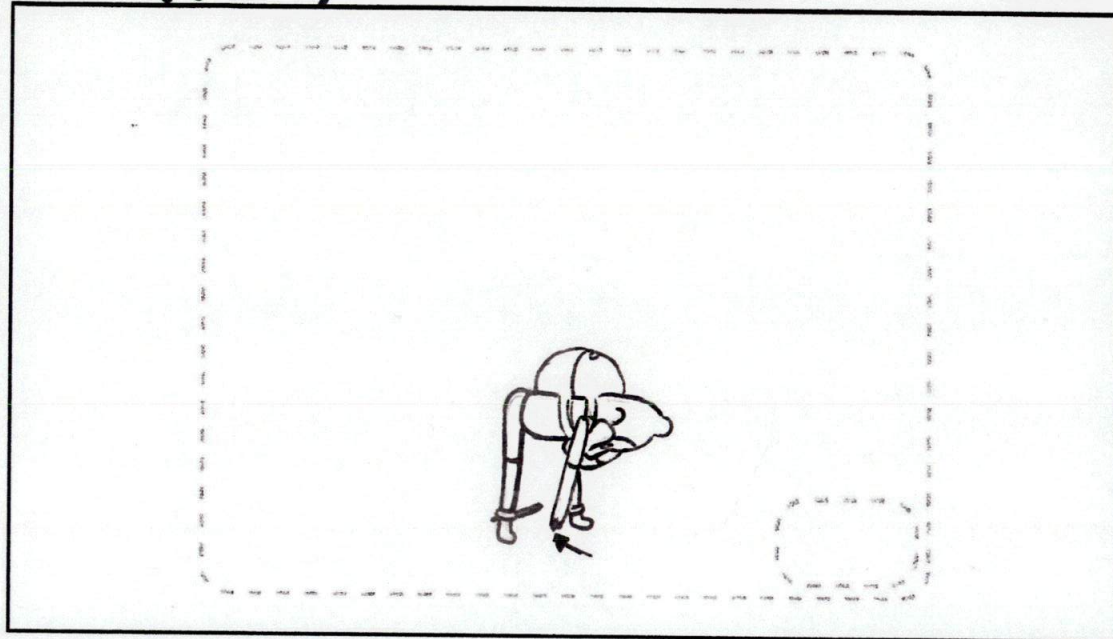


# ADVENTURE TIME

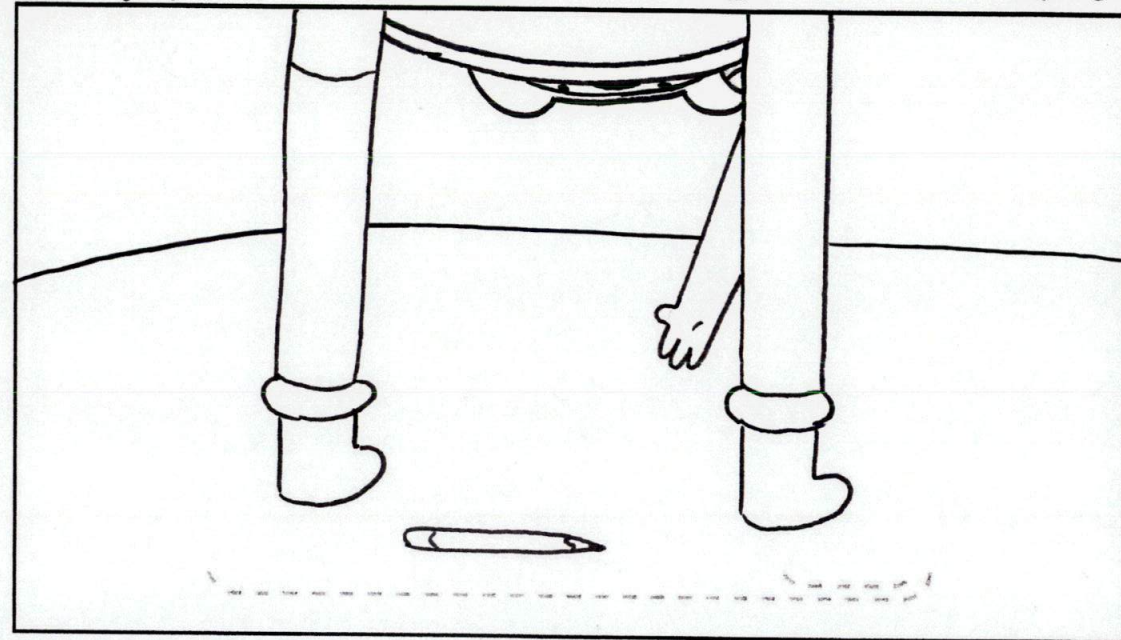


Page 111

Sc. 88 cont Pnl. F Bg. day night



Sc. 89 Pnl. A Bg. day night



Dialog:	
<u>SFX</u> : * RR-RRR *	
Action: -PENCIL ROLLS BETWEEN FINN'S LEGS.	
Timing:	
JUL 07 2015	

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EPISODE #

1034/220

Production :

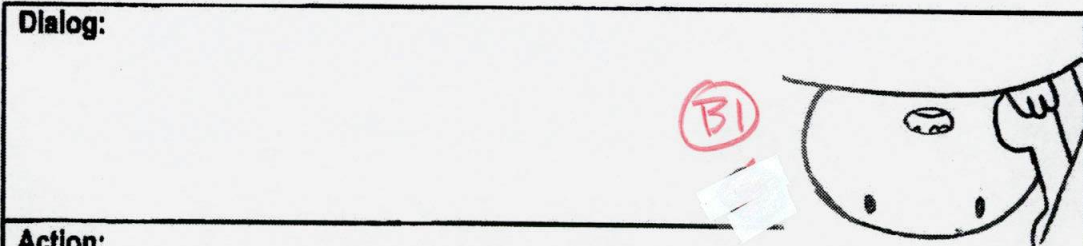
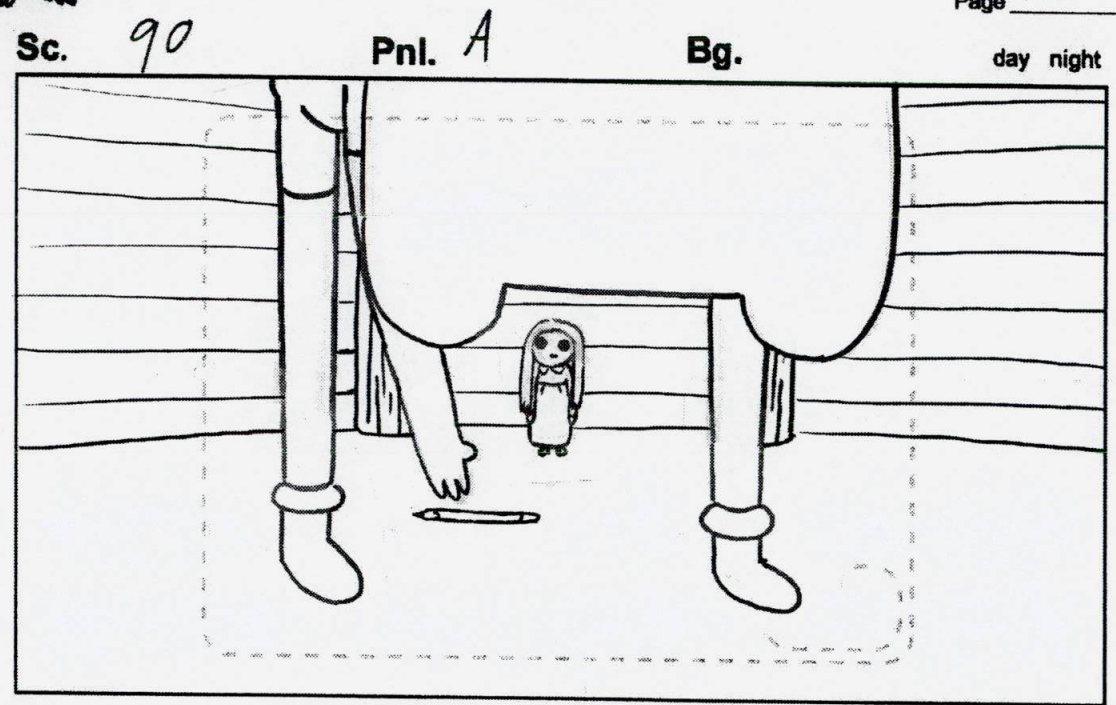
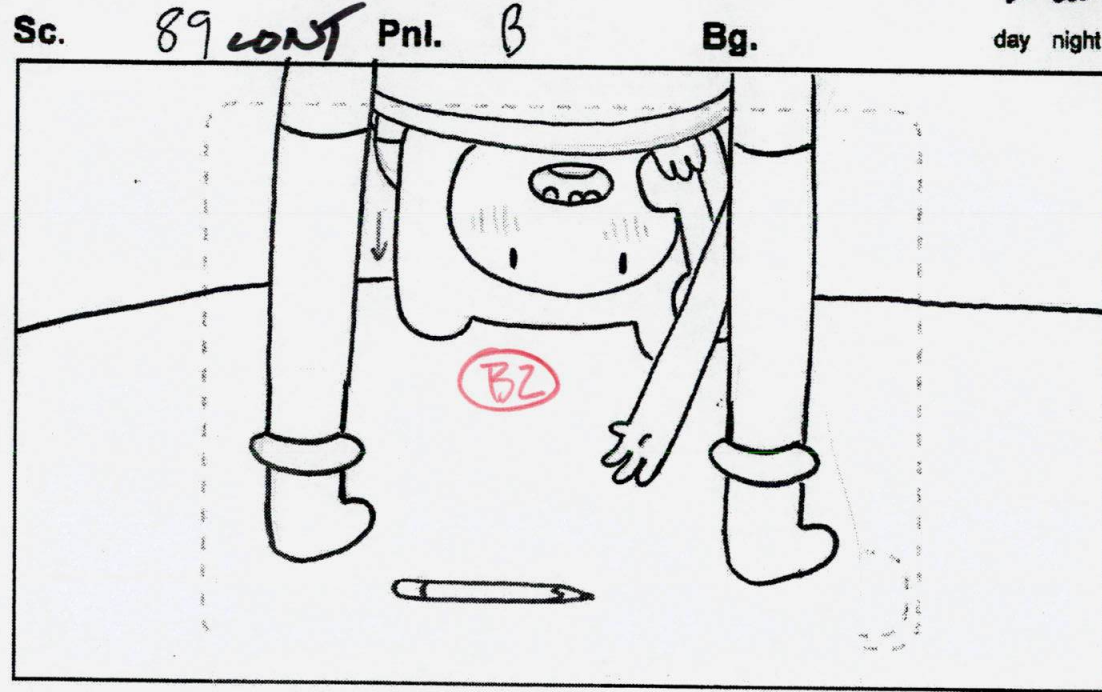
1034/220



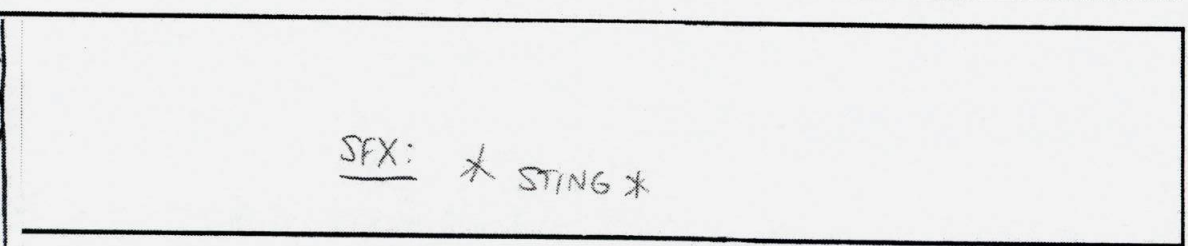
# ADVENTURE TIME



Page 112  
day night



Action:  
- F. BENDS DOWN AND LOOKS BETWEEN LEGS.



- BLANK-EYED GIRL STANDS BEHIND FINN.

Timing:

JUL 07 2015

EPISODE # 1034-220

Production :

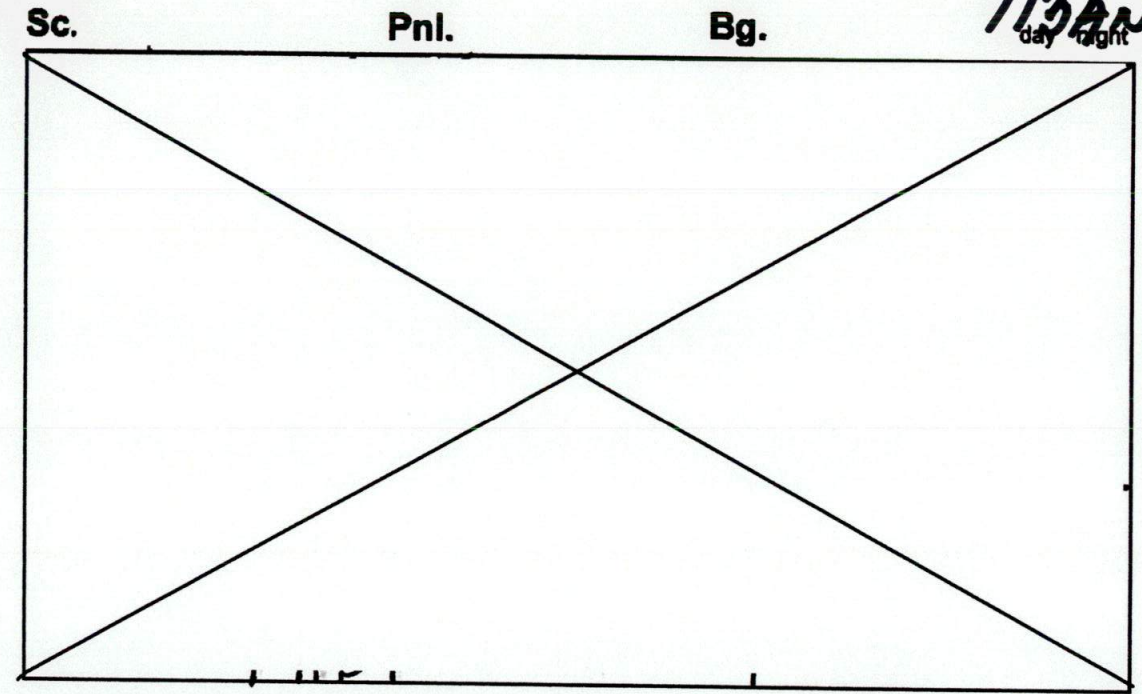
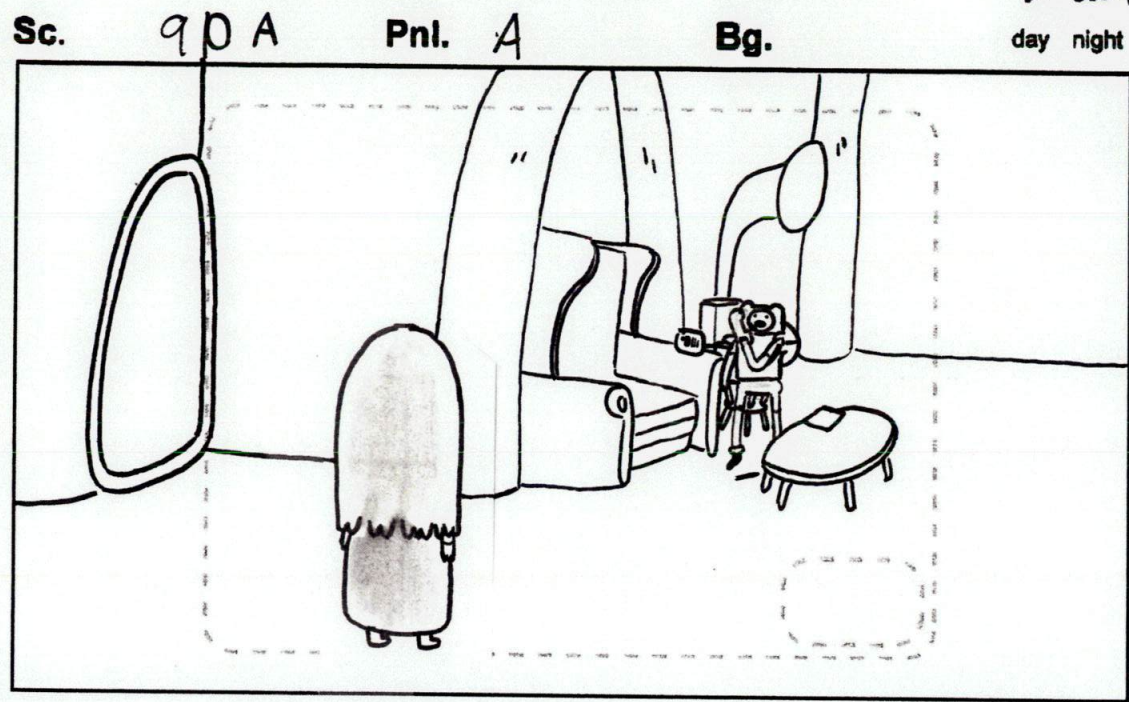
1034/220



# ADVENTURE TIME



Page 113  
113A NEXT  
day night



**Dialog:**  
F: starchy...

**Action:** - F. STRAIGHTENS UP AND TURNS.

**Timing:**

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# ADVENTURE TIME



Sc. **90B**

Pnl. **A**

Bg.

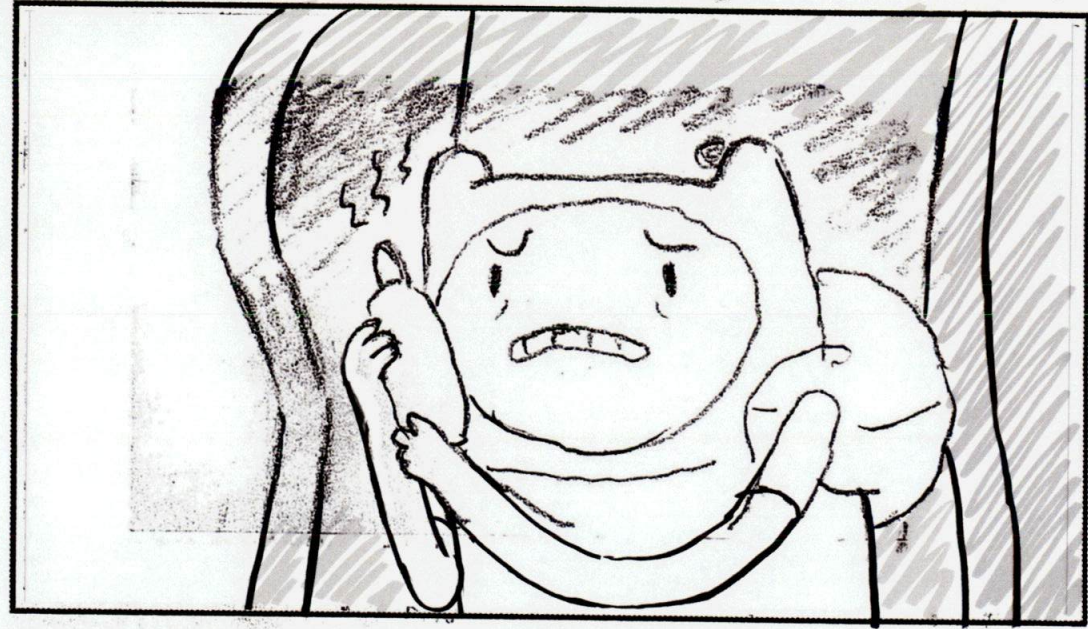
day night

Sc. **91**

Pnl. **A**

Bg.

Page **113A**  
**114 NEXT**  
day night



<p><b>Dialog:</b></p> <p><b>(F)</b> (as) SHE INVITED HERSELF IN-WHAT DO I DO?</p> <p><b>Action:</b></p> <p><b>Timing:</b></p>	<p><b>(S)</b> (as) UHH... RUN!</p>
---	------------------------------------

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Production:

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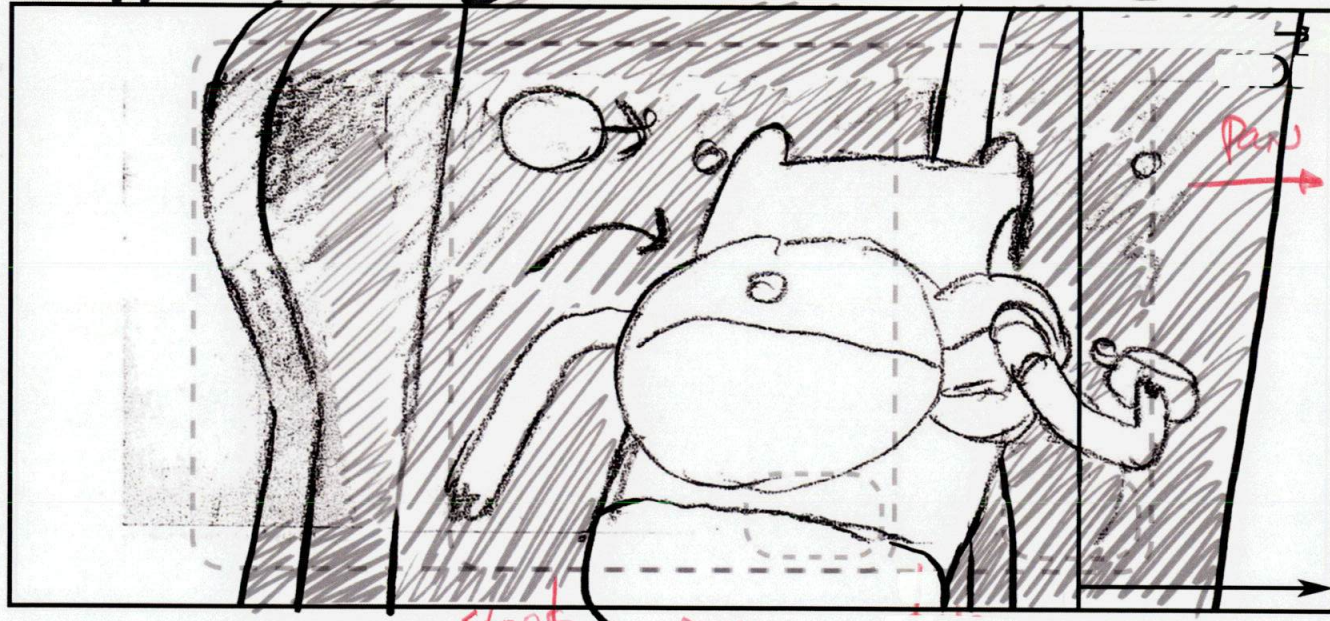
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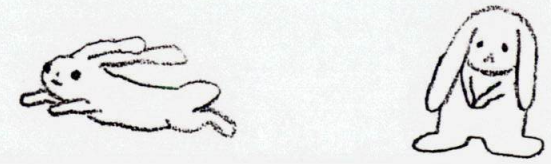
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Sc. **91 CONT** Pnl. **B** Bg. day night **(B)**



<b>Dialog:</b>
<b>Action:</b> - F. TURNS AND RUNS. - ADJ. w/ ACTION.
<b>Timing:</b>



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EPISODE # **1034-220**

Production:

1034/220



# ADVENTURE TIME



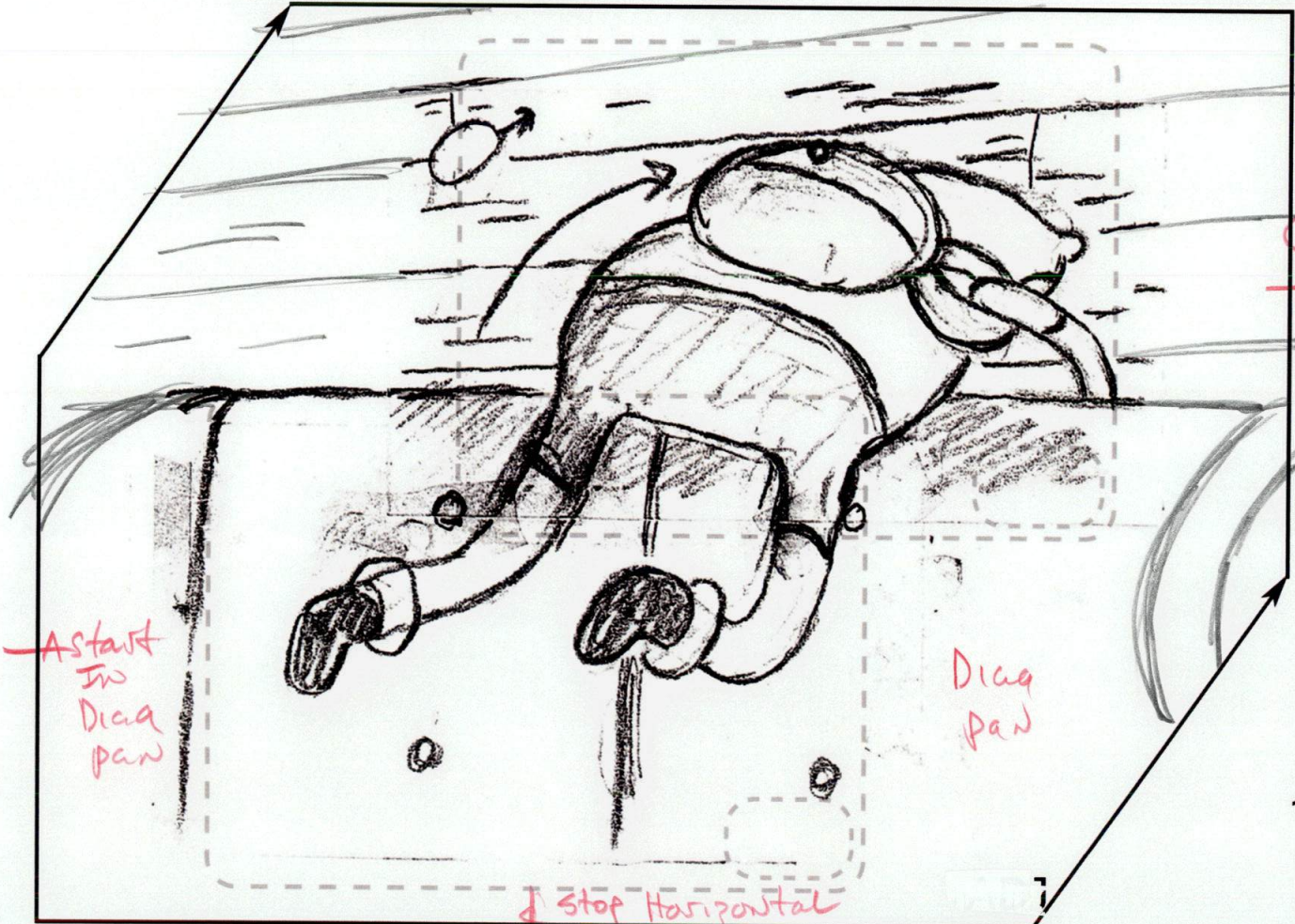
Sc.

91 CONT C

Bg.

Page 115

day night



Dialog:

Action:

- F LEAP S  
B6ND carry  
pan. w/ FINN action

Timing:

JUL 07 2016

EPISODE # 1034-220

Production:

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1034/220



1034/220

Sc.

9) cont

Pnl. D

Bg.

day night



Sc.

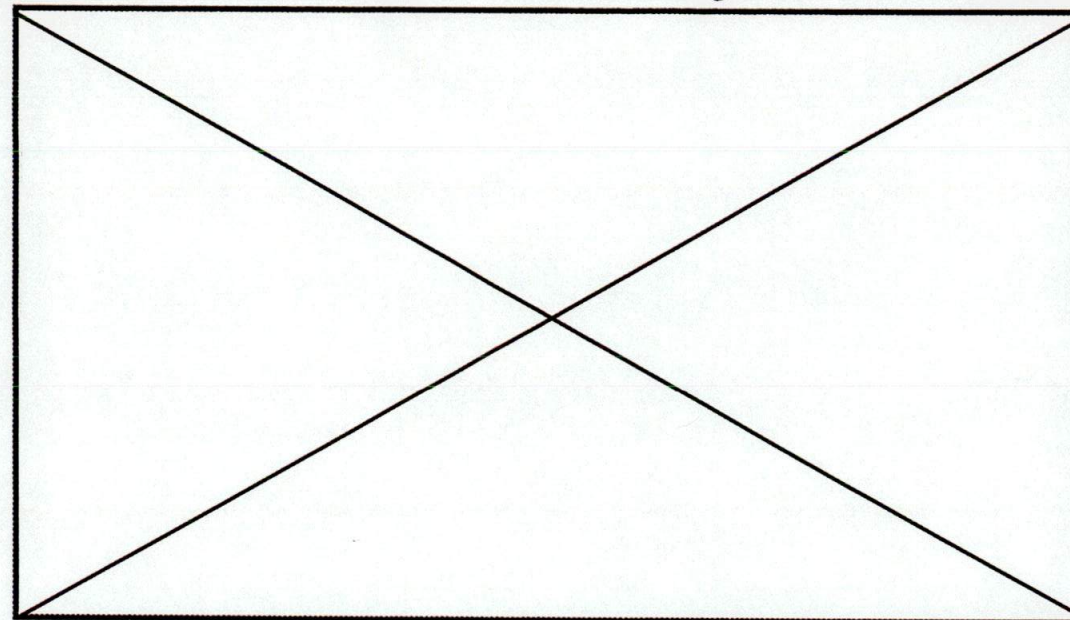
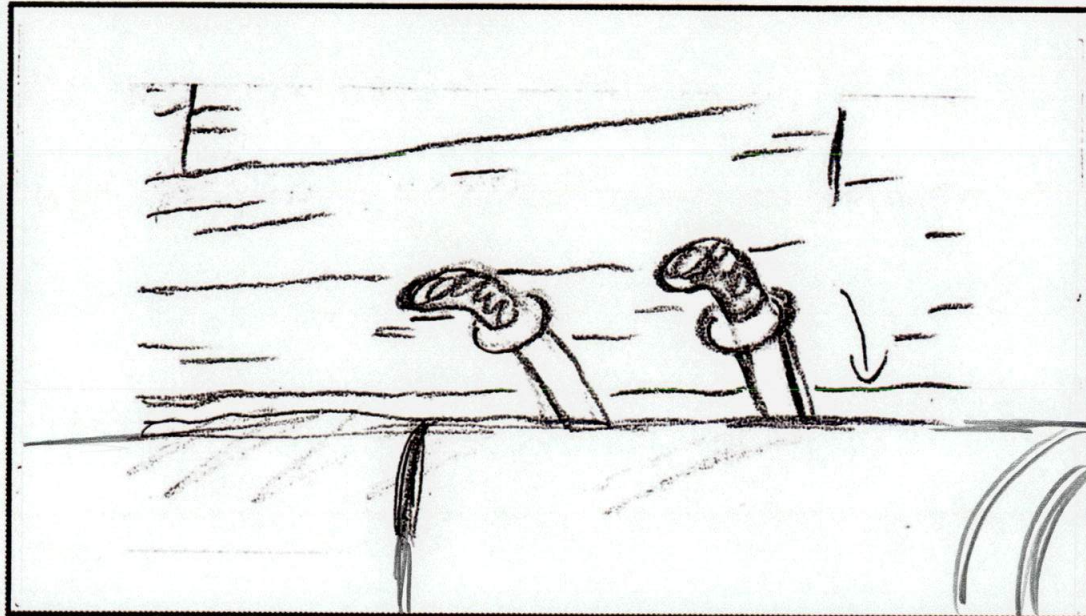
Pnl.

Bg.

Page

116

day night



Dialog:

(F) : (BREATHING HEAVY)

Action:

- F. DISAPPEARS BEHIND COUCH.

- F. RISES INTO VIEW.

Timing:

JUL 07 2015

Production:

EPISODE #

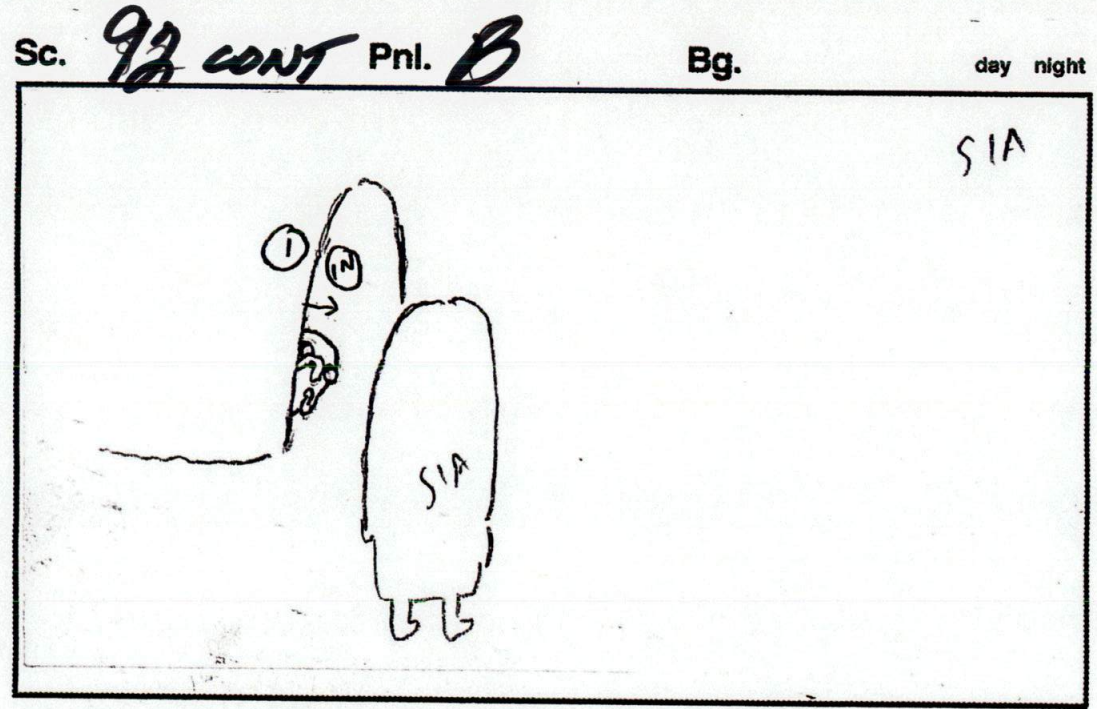
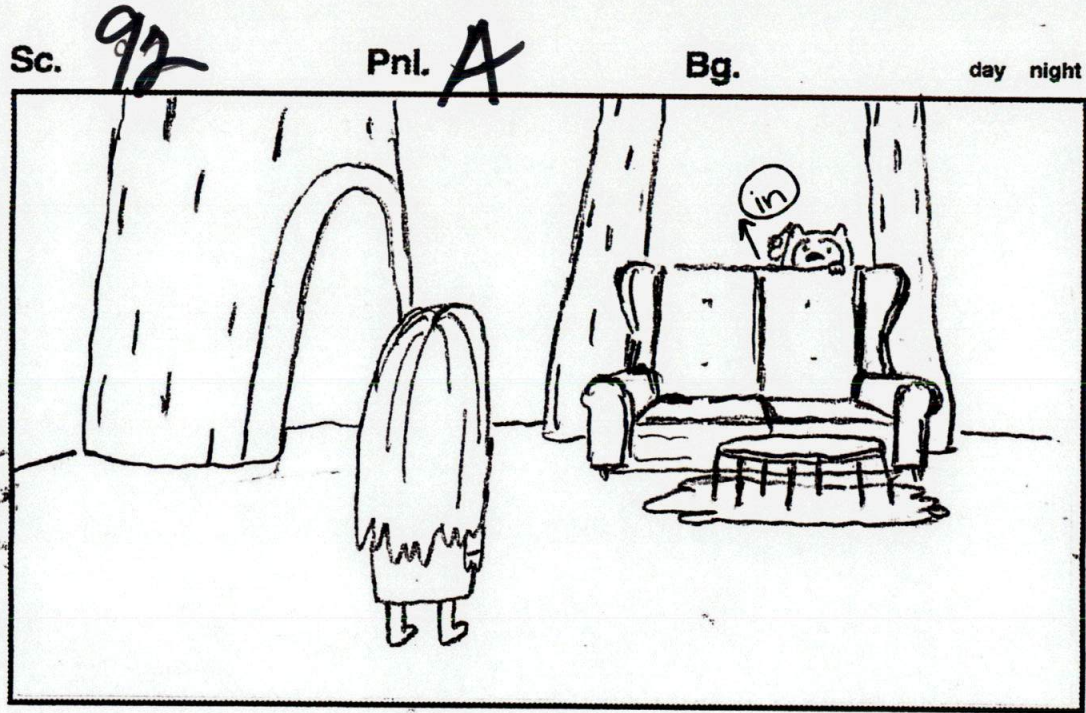
1034-220

1034/220

1034/220



1034/220



P. **117**

EPISODE # **1034-220**

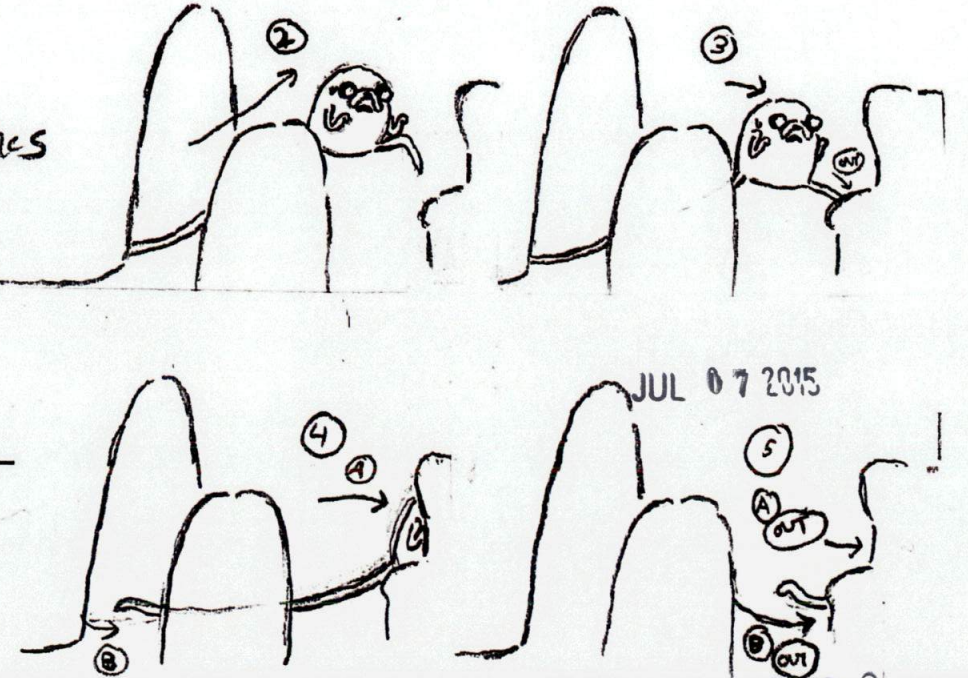
Dialog:

Action:

- BLANK-EYED GIRL STANDS STILL.

- J STRETCHES/ SNEAKS  
OUT OF DOOR  
TO BEHIND  
COUCH

Timing:



JUL 07 2015

1034/220

1034/220

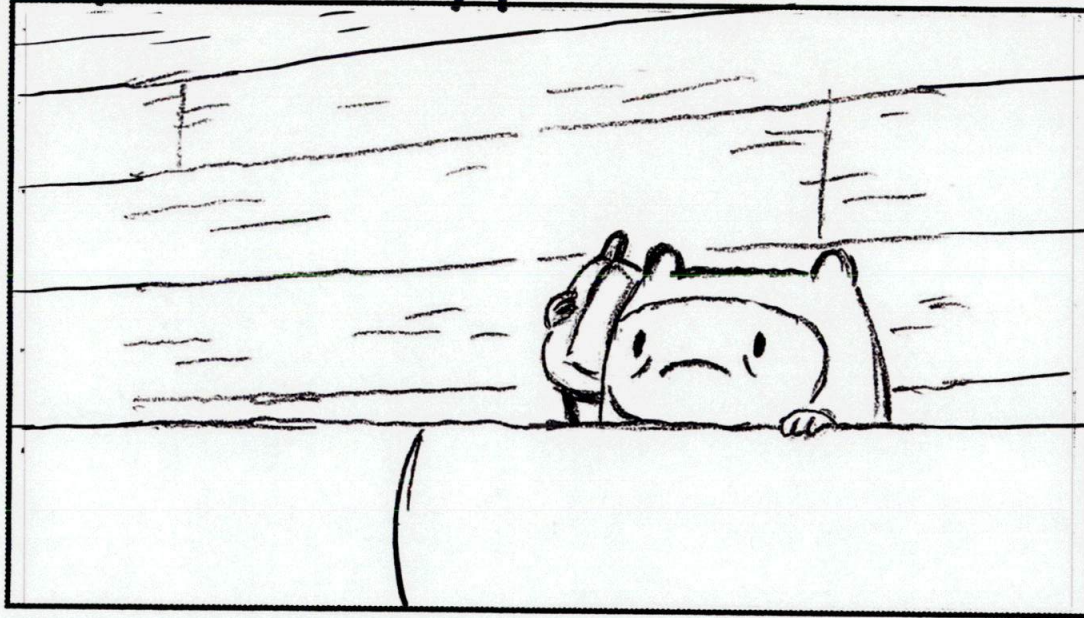


Sc. 93

Pnl. A

Bg.

day night



Sc. 93 CONT

Pnl. B

Bg.

Page 118  
day night

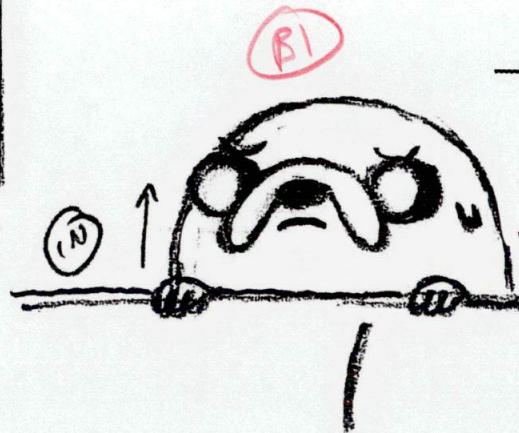


Dialog:

Action:

-J COMES UP  
NEXT TO FINN

Timing:



Ⓕ ( LOUD WHISPER ) STARCHY!

SHE'S STARING AT US...

truck in

JUL 07 2015

EPISODE #

1034-220

Production:

1034/220



# ADVENTURE TIME

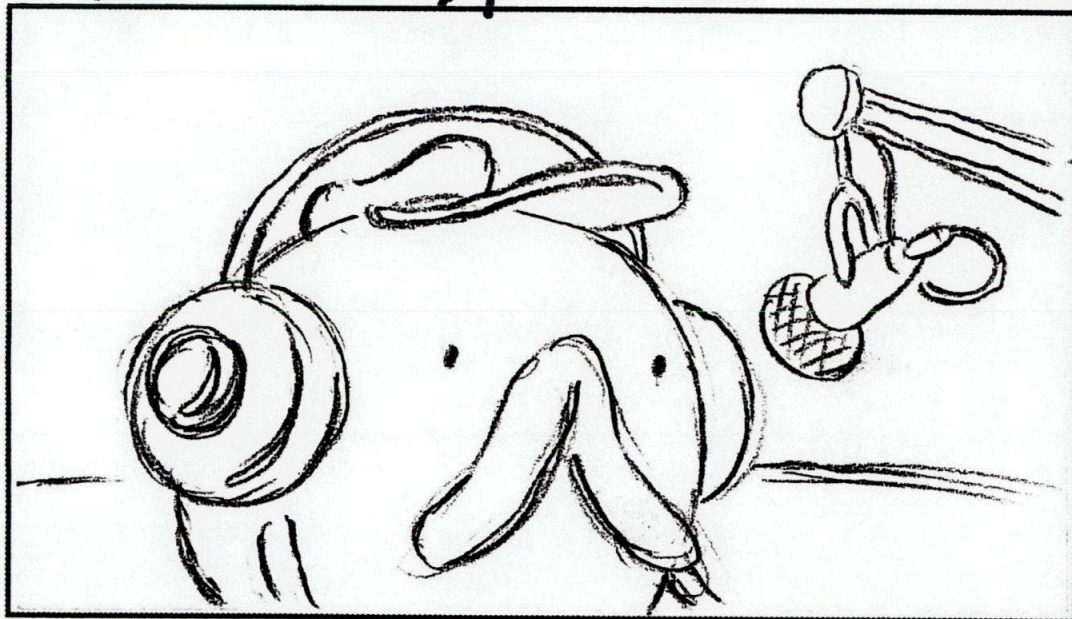


Sc. **94**

Pnl. **A**

Bg.

day night



Sc. **94 CONT**

Pnl. **B**

Bg.

day night



Dialog:

Action:

Timing:

⑤ OH - I GOT IT!  
FAIRY RULES!

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Production:

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1034/220



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1034/220

Sc. 94 CONT Pnl. C Bg. day night



Sc. 94 CONT Pnl. D Bg. day night Page 120



Dialog:

⑤: TRY OFFERING HER  
SOME CREAM IN A  
SAUCER

Action:

Timing:

⑤: THAT SHOULD APPEASE  
THE BLANK-EYED GIRL'S  
HUNGER AND SEND HER AWAY

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EPISODE #

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1034/220

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# ADVENTURE TIME

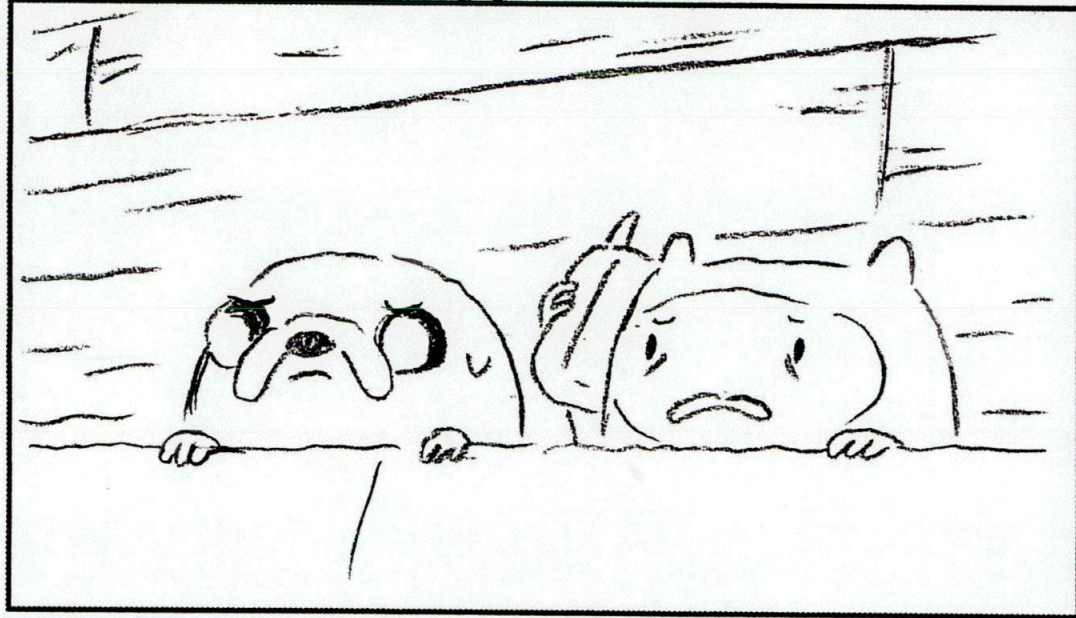


Sc. **95**

Pnl. **A**

Bg.

day night

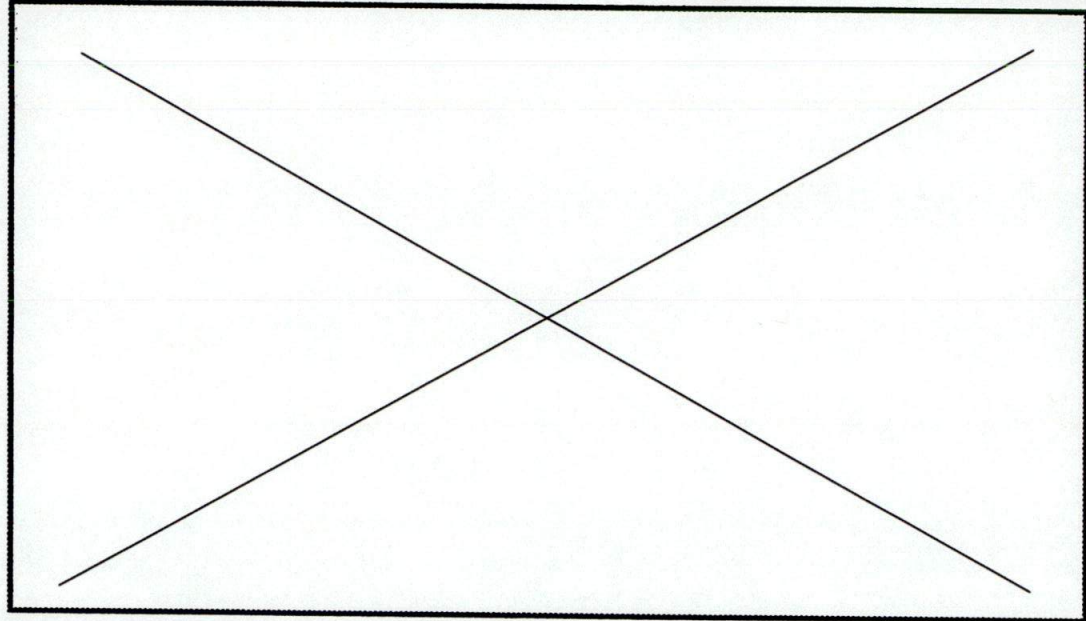


Sc.

Pnl.

Bg.

Page **121**  
day night



Dialog:

Action:

Timing:

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Production:

1034/220

1034/220



1034/220

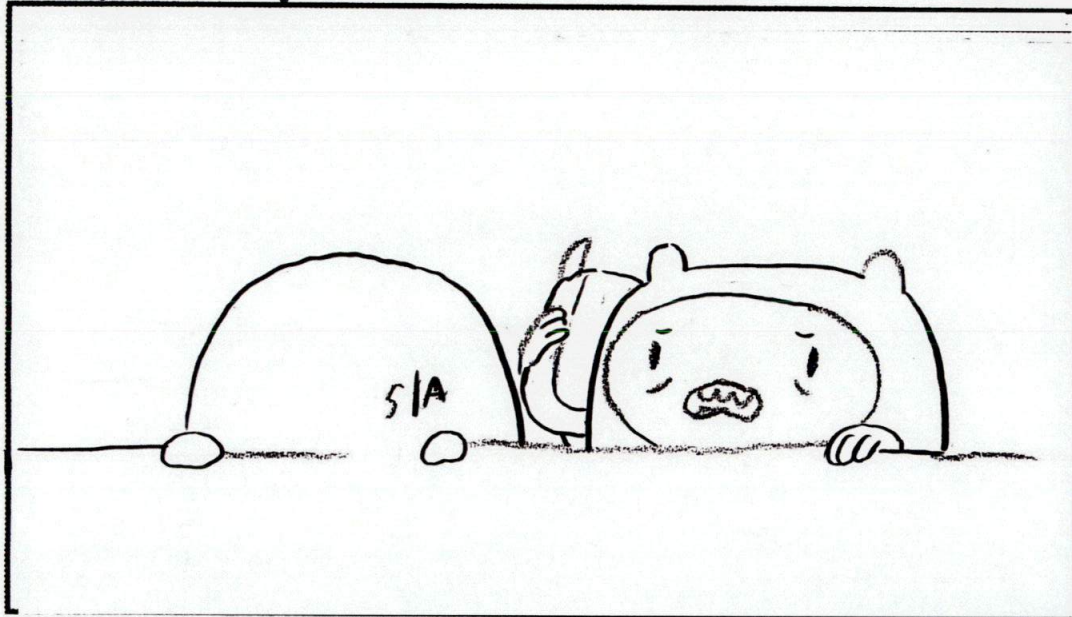
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# ADVENTURE TIME



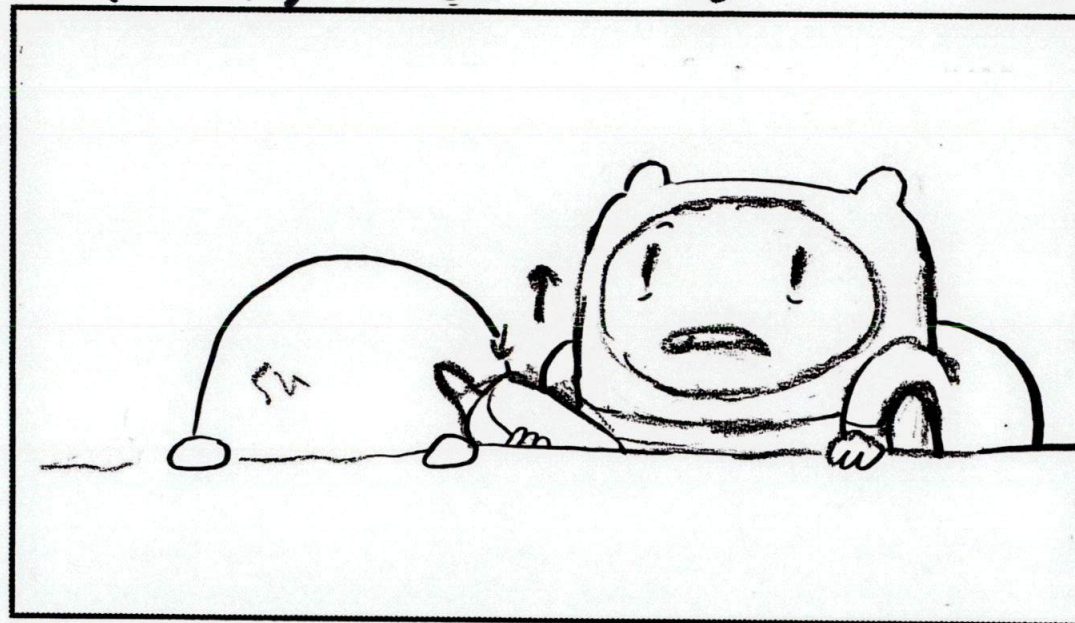
Sc. **95 CONT** Pnl. **B** Bg.

day night



Sc. **95 CONT** Pnl. **C** Bg.

Page **122**  
day night



Dialog:

**(F): GOTCHA.**

Action:

**(F): (SUCKS IN AIR THRU TEETH)**

Timing:

**- F RISES SLOWLY,  
CONSIDERING PLAN**

JUL 07 2015

EPISODE # 1034-220

Production:

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1034/220



1034/220

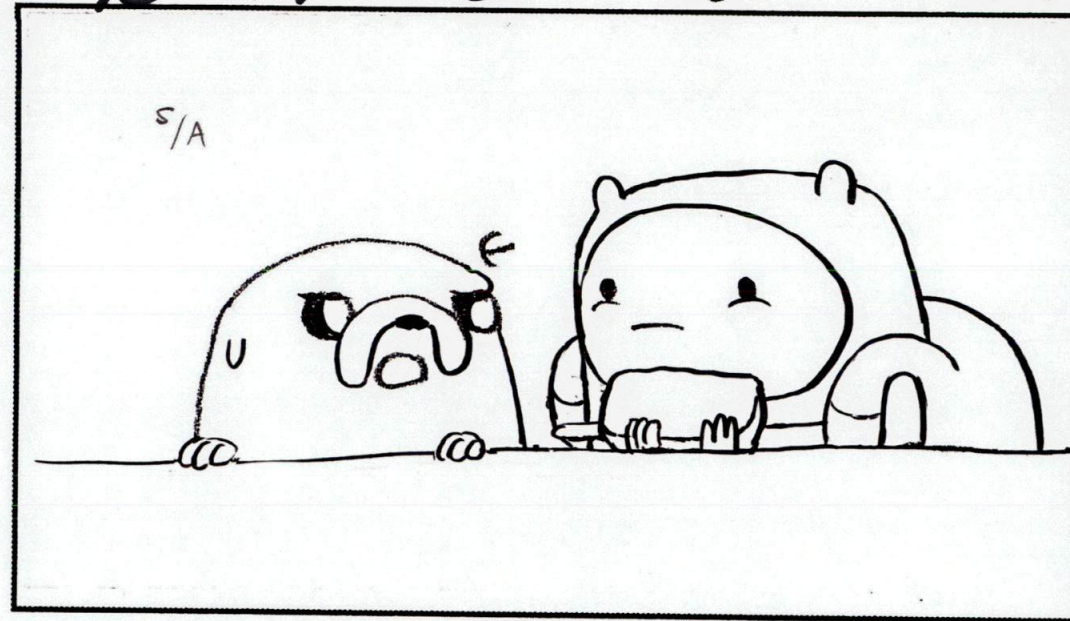
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Sc. 95 CONT Pnl. D Bg.

day night

Sc. 95 CONT Pnl. E Bg.

Page 123 day night



Dialog:

Ⓟ JAKE, GO GET THE CREAM!

Ⓟ WHAT - NO YOU GO!  
- THIS IS your deal!

Action:

- F. POKES JAKE.

Timing:

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Production:

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JUL 07 2015

1034/220

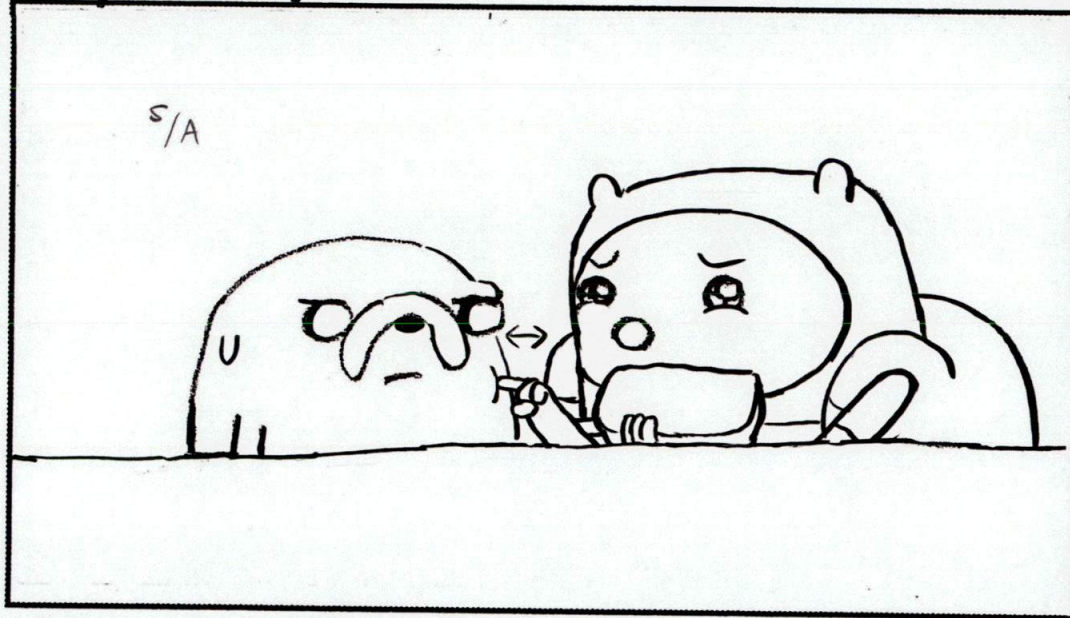


# ADVENTURE TIME



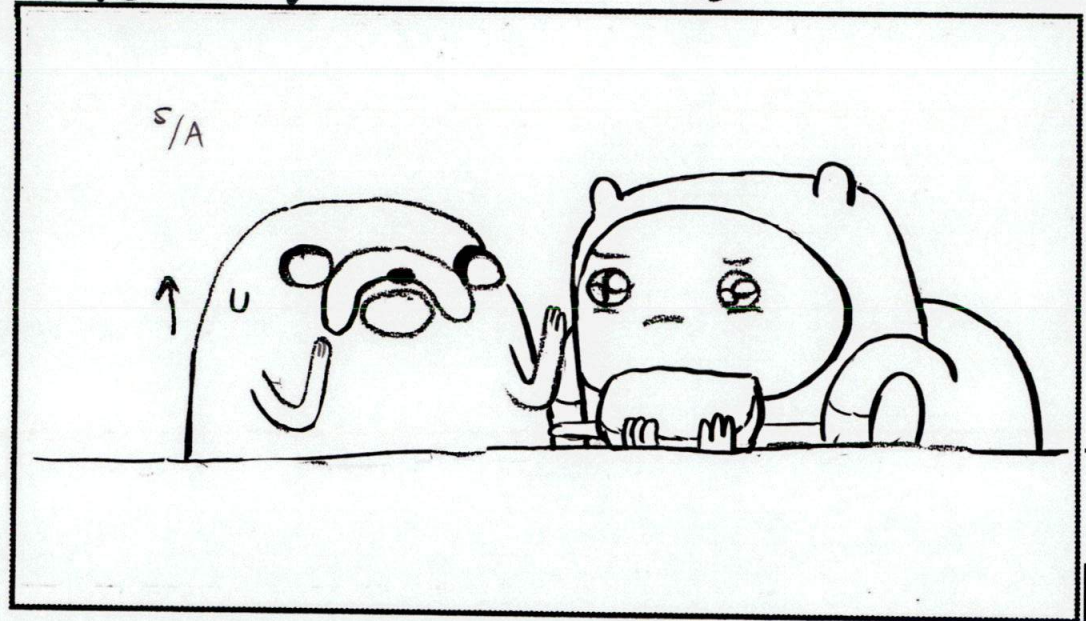
Sc. **95 CONT** Pnl. **F** Bg.

day night



Sc. **95 CONT** Pnl. **G** Bg.

Page **124**  
day night



Dialog:

⑥ JUST GOOOOOO

⑦ OKAY JEEZ

Action:

- F POKES J REPEATEDLY

Timing:

JUL 07 2012

EPISODE # 1034-220

Production:

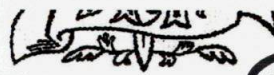
1034/220



1034/220

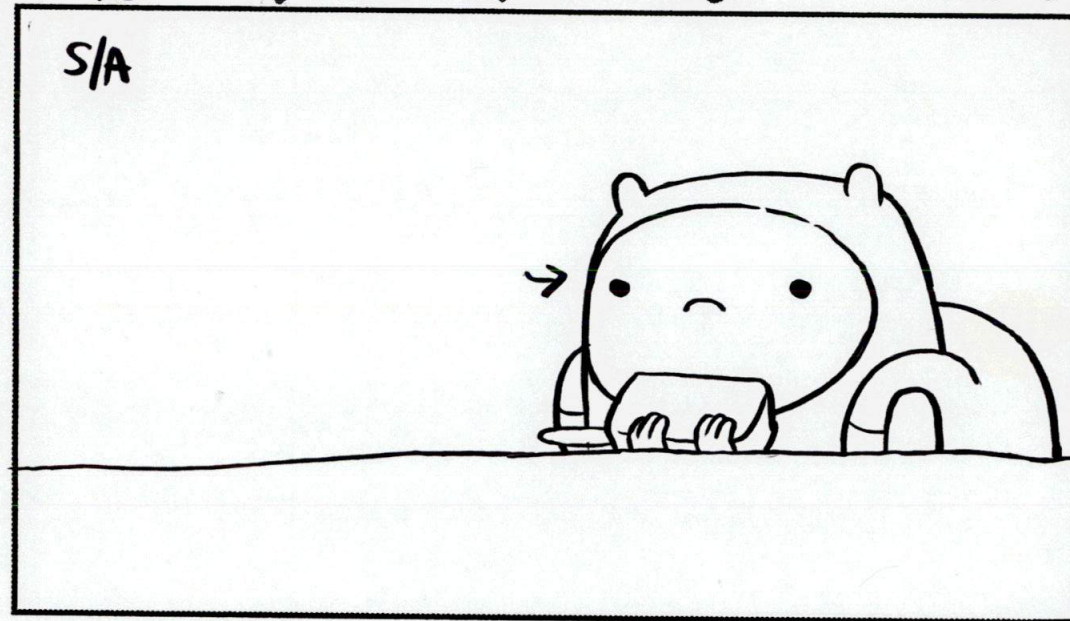
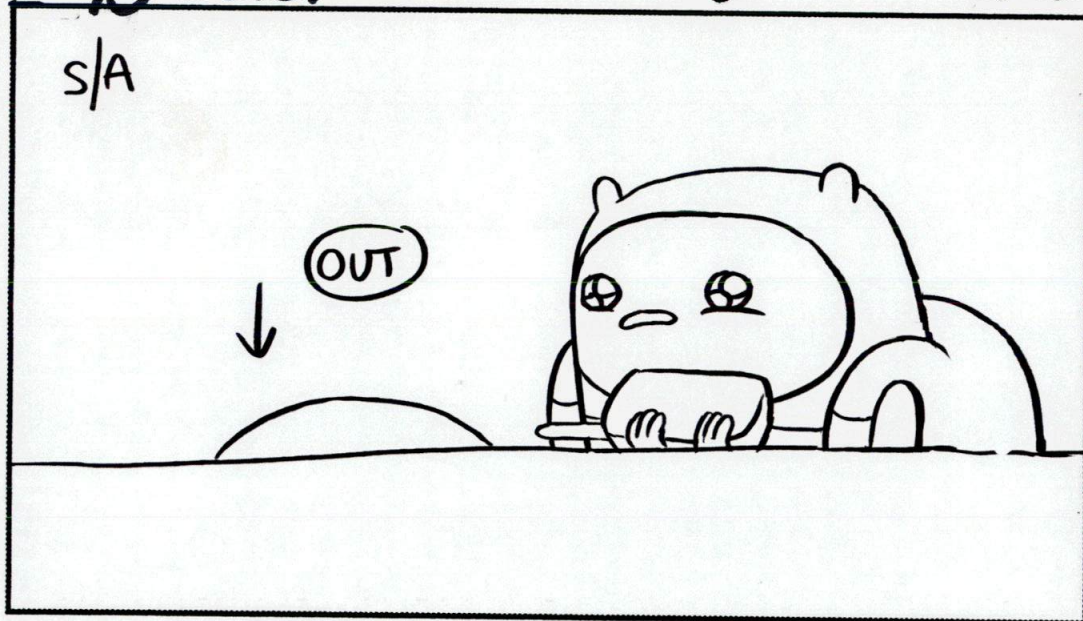
Sc. **95 CONT** Pnl. **H** Bg.

day night



Sc. **95 CONT** Pnl. **I** Bg.

Page **125**  
day night



Dialog:

Ⓕ THANK YOU.

Action:

- J. LOWERS OFF/S.

- F. TURNS BACK TOWARDS GIRL.

Timing:

JUL 07 2011

EPISODE # 1034-220

1034/220

Production:

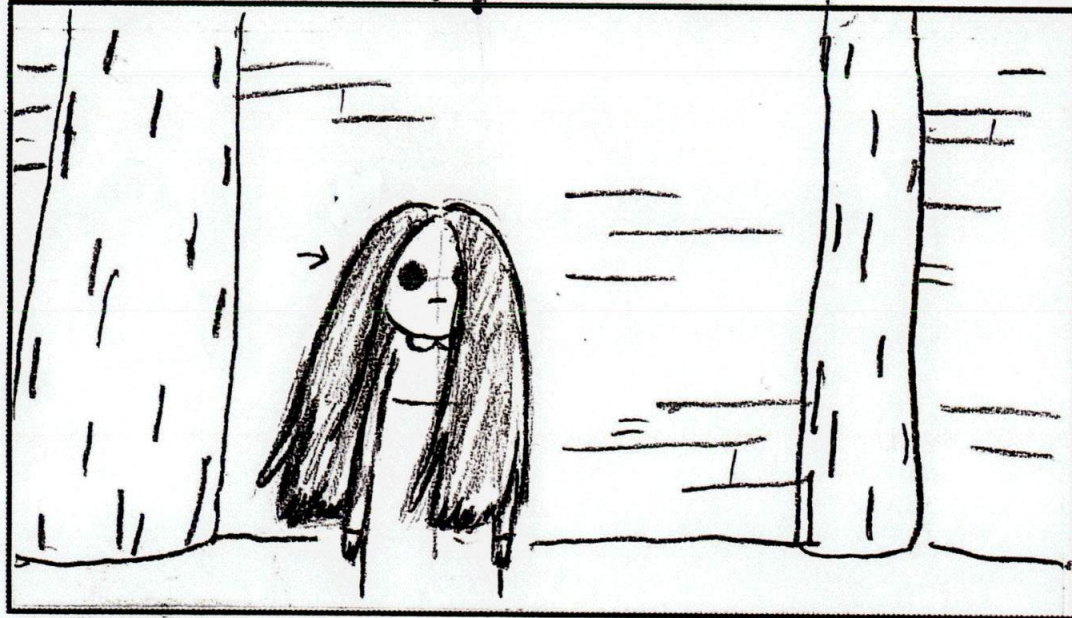
1034/220



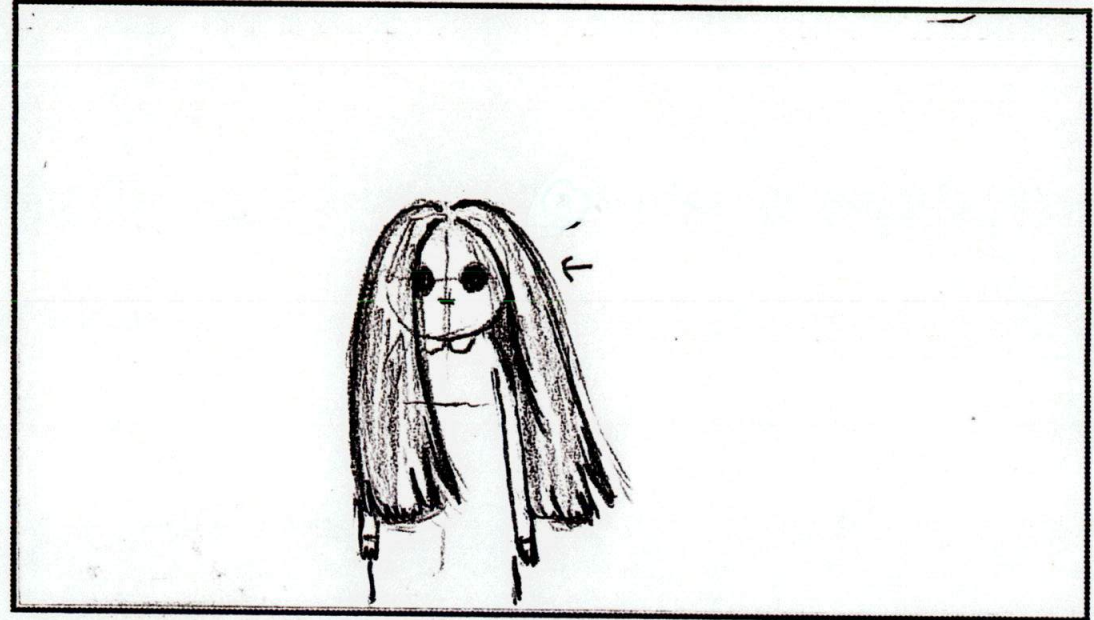
# ADVENTURE TIME



Sc. **96** Pnl. **A** Bg. day night



Sc. **96 cont** Pnl. **B** Bg. day night



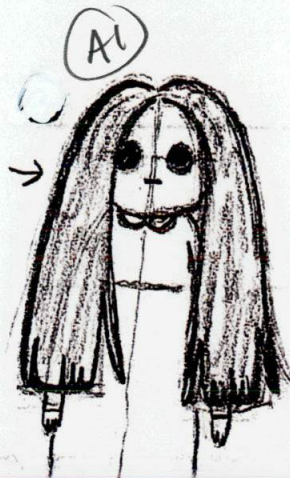
Dialog:

SFX: \* SWSH \*

Action:

- GIRL SWAYS

Timing:



SFX: \* SWSHH! \*

JUL 07 2013



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1034/220

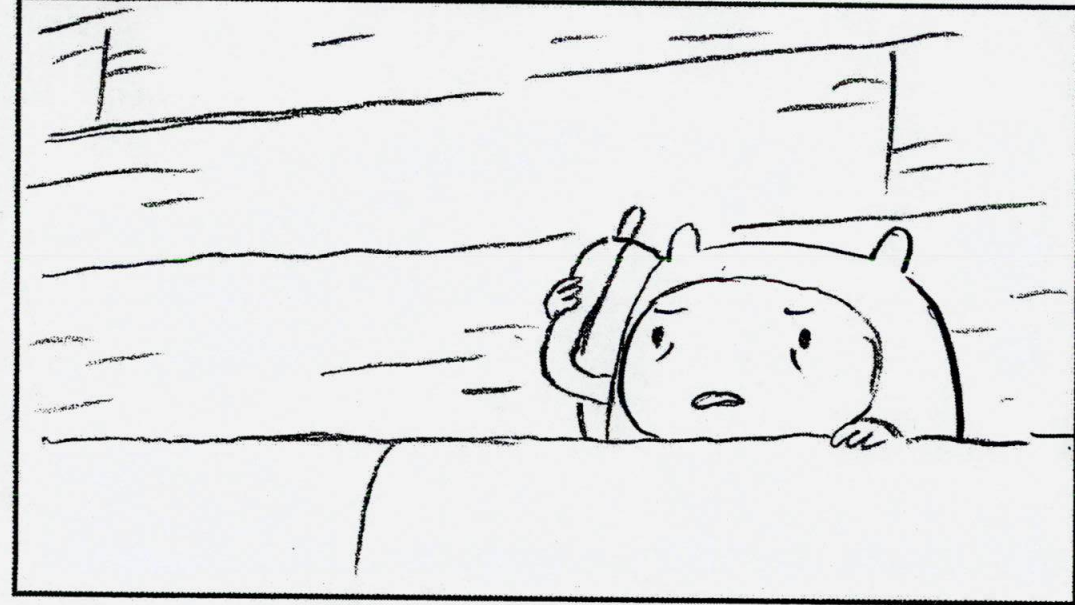
1034/220



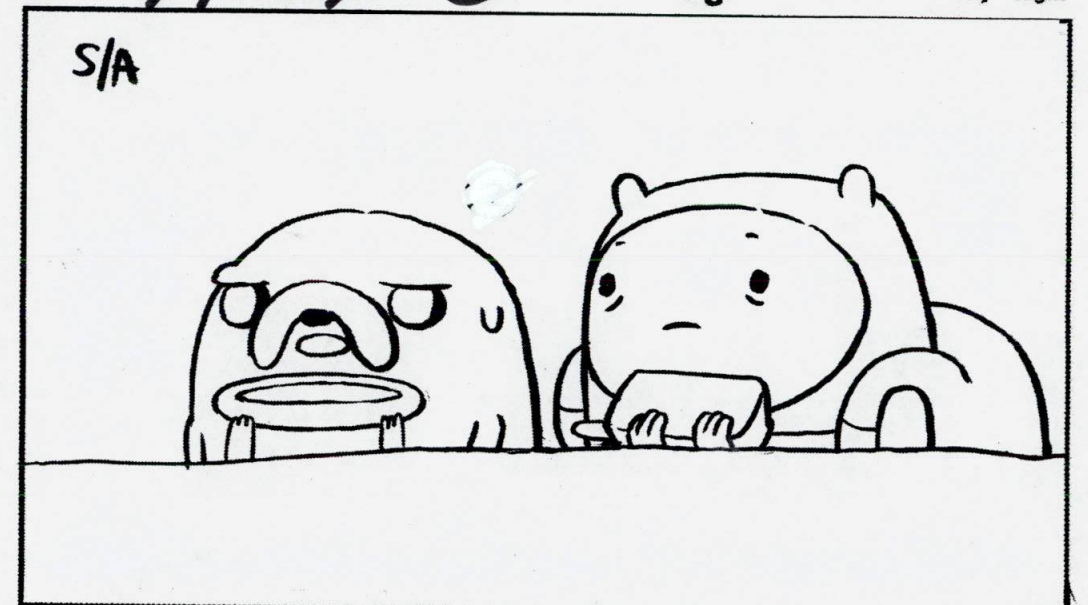
1034/220

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Sc. **97** Pnl. **A** Bg. day night



Sc. **97 cont** Pnl. **B** Bg. day night



Dialog:

Action:

Timing:

- F SHUDDERS



(J) OKAY, CREAM.

- J. COMES BACK UP W/ SMILER



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Production:

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1034/220



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# ADVENTURE TIME



Sc. **97 CONT** Pnl. **C**

Bg.

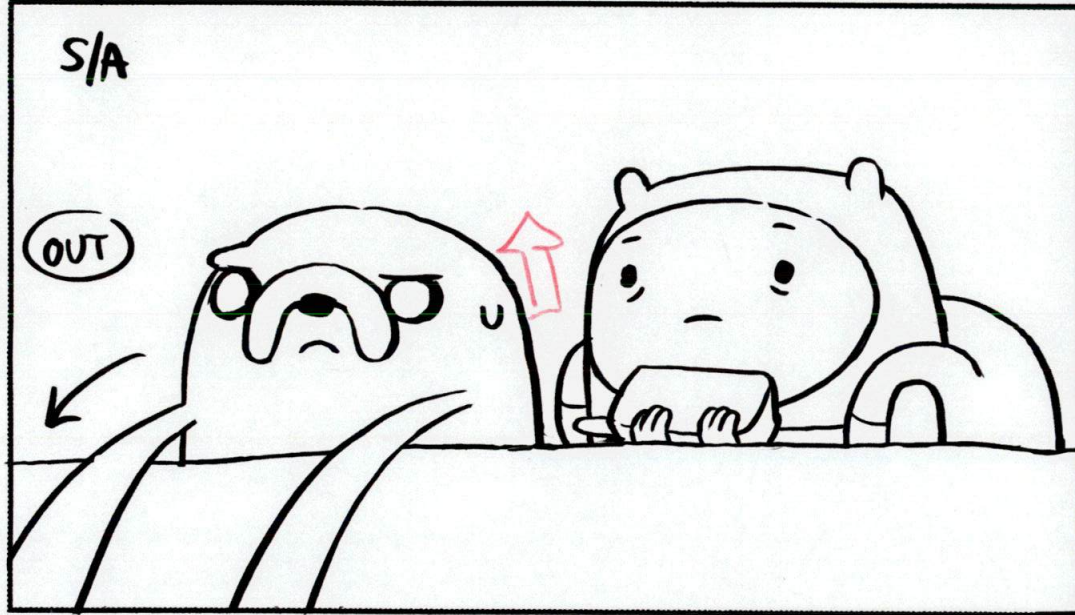
day night

Sc. **98**

Pnl. **A**

Bg.

Page **128**  
day night



Dialog:

Action:

- J. STRETCHES SAUCER OFF/S

GIRL  
- SWAYING

JUL 07 2010

Timing:

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1034/220



# ADVENTURE TIME



Page **129**

Sc. **98 cont** Pnl. **B** Bg.

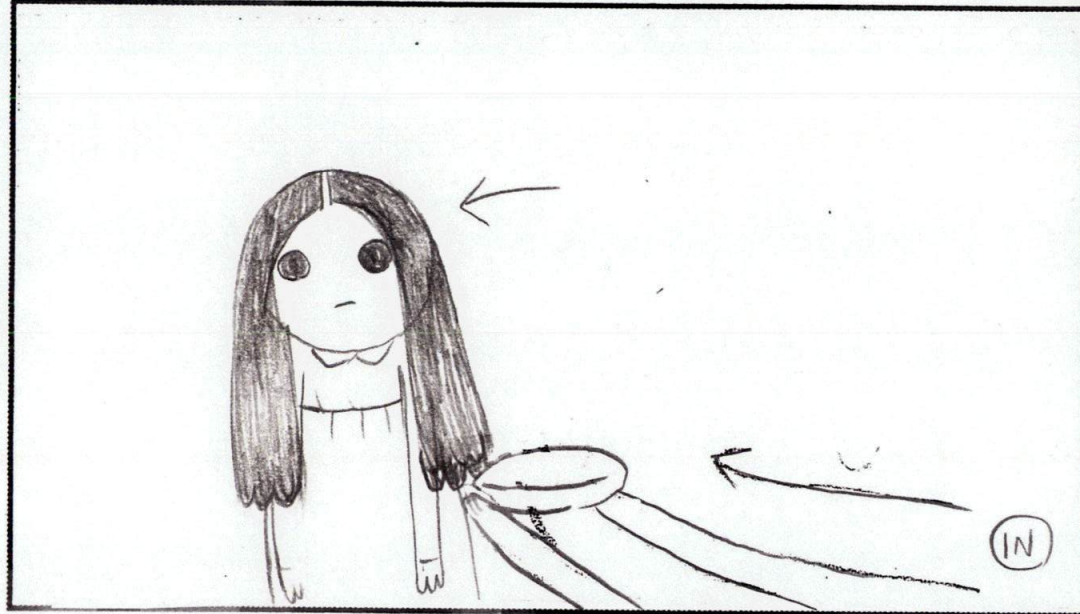
day night

Sc. **99**

Pnl. **A**

Bg.

day night



Dialog:

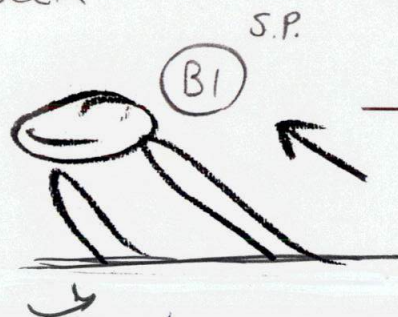


Action:

- J'S ARMS COME IN W/ SAUCER  
- GIRL STOPS SWAYING

- J. GETS DETERMINED

Timing:



TU  
cut  
off

TU cut off →

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EPISODE #

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Production:

1034/220



ADVENTURE TIME

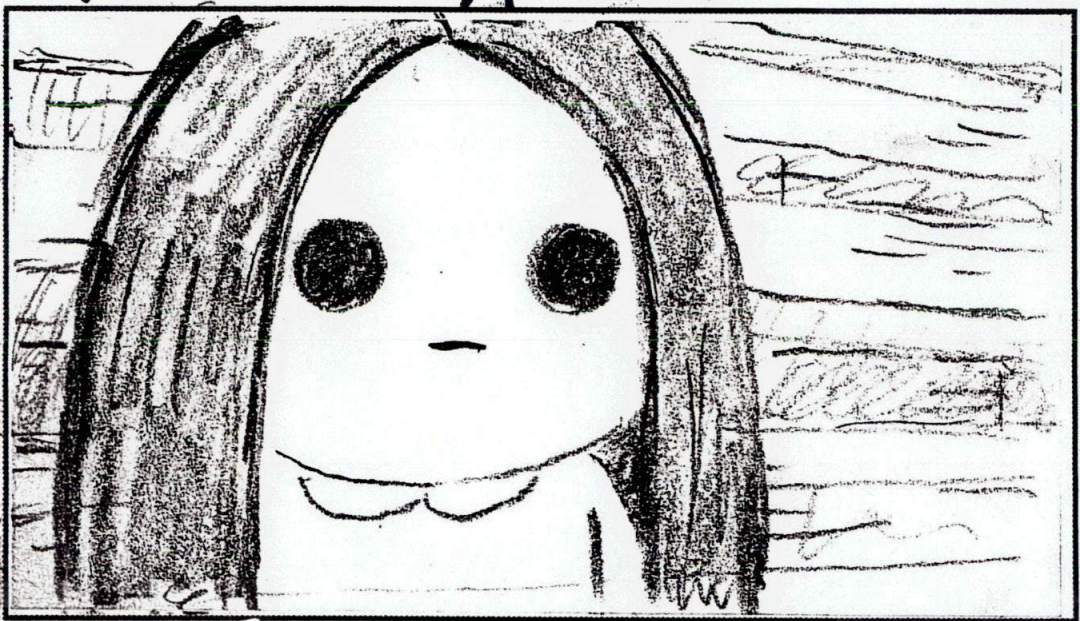


Sc. 100

Pnl. A

Bg.

day night

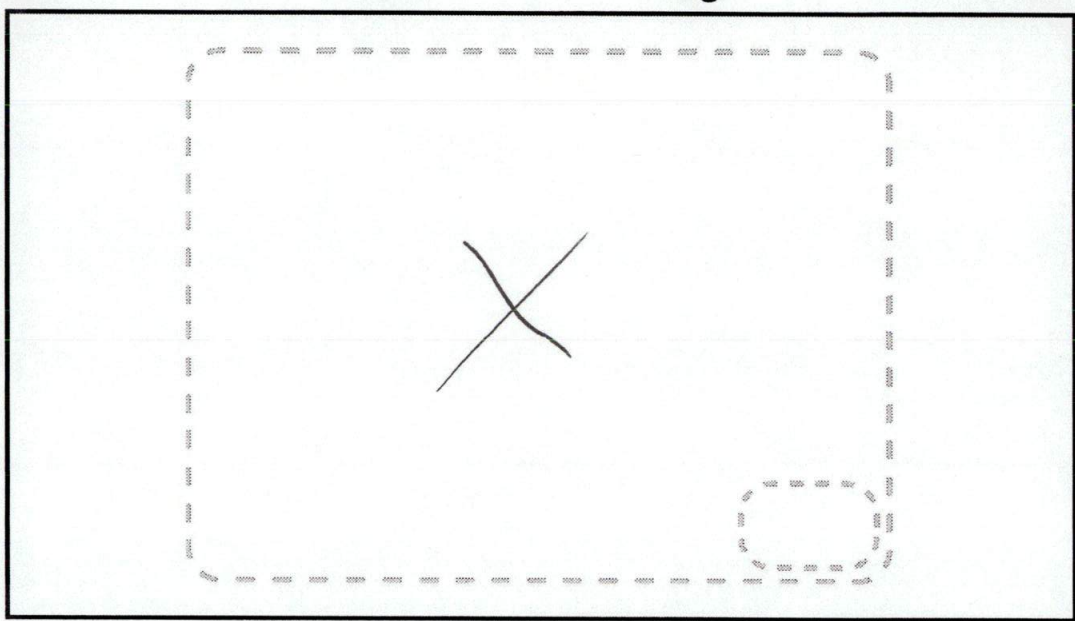


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

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EPISODE #

Production:

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1034/220



# ADVENTURE TIME



Page 131  
day night

Sc. 100 CONT

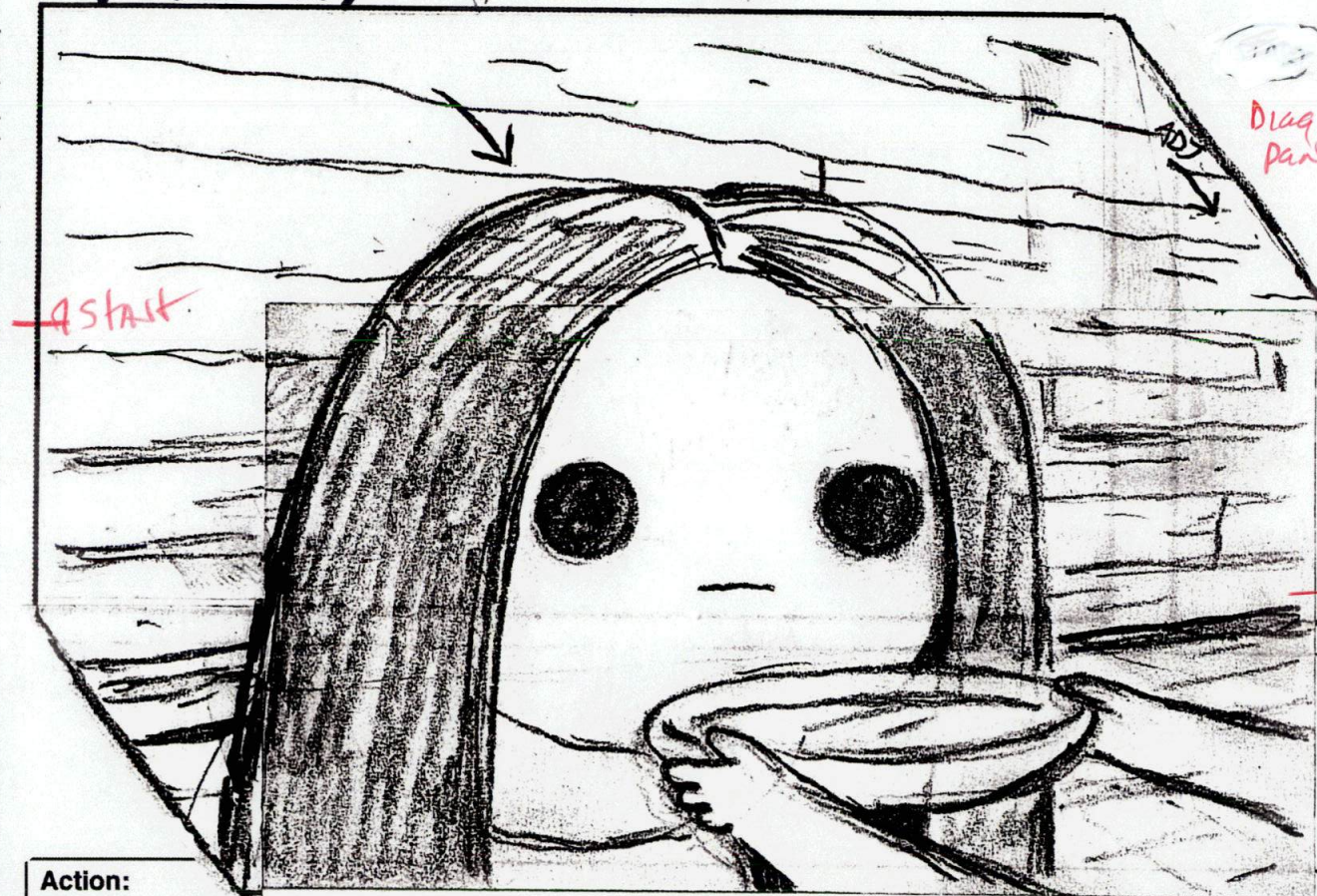
Bg.

day night

Pnl.

Bg.

day night



A stop (B)

Action:

- GIRL STOOPS FORWARD SLOWLY.

- ADJ, W/ GIRL

JUL 07 2015

Timing:

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Production:

1034/220



# ADVENTURE TIME



Sc. 100 cont Pnl. C

Bg.

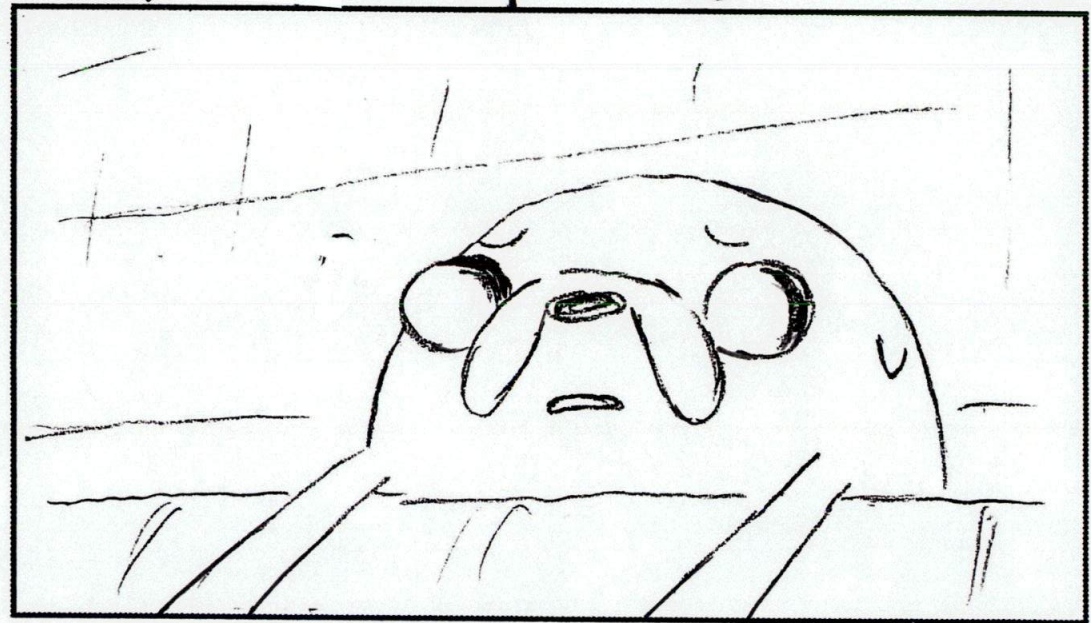
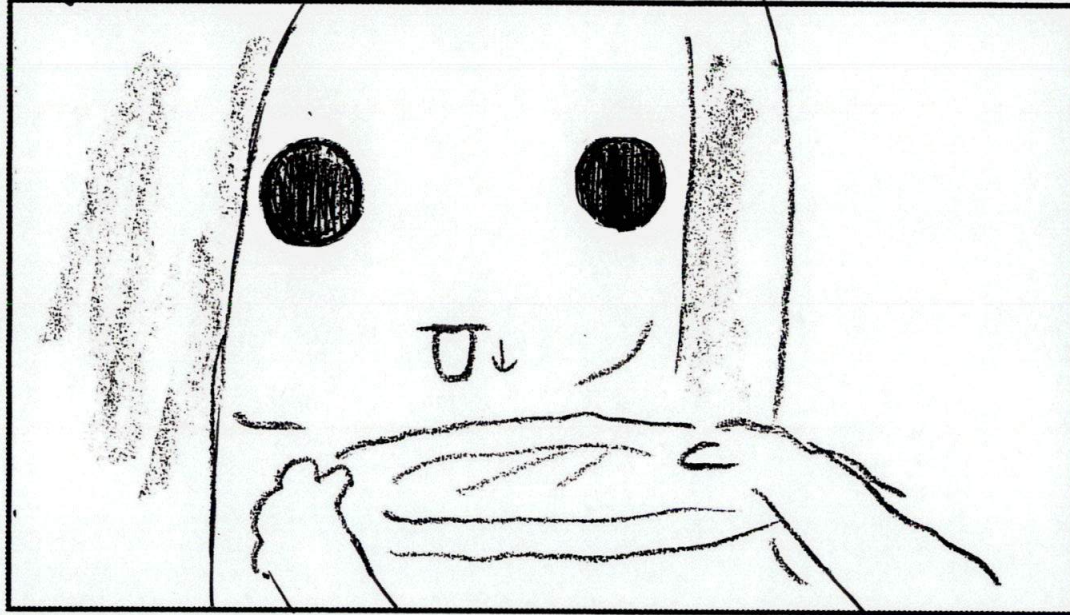
day night

Sc. 101

Pnl. A

Bg.

Page 132  
day night



Dialog:

Action:

Timing:

- STICKS OUT TONGUE SLOWLY (21)



(S) : (NERVOUS / GREEPLE OUT)  
EEUH --

JUL 07 2015

(A)



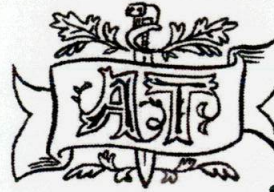
1034/220

EPISODE # 1034-220

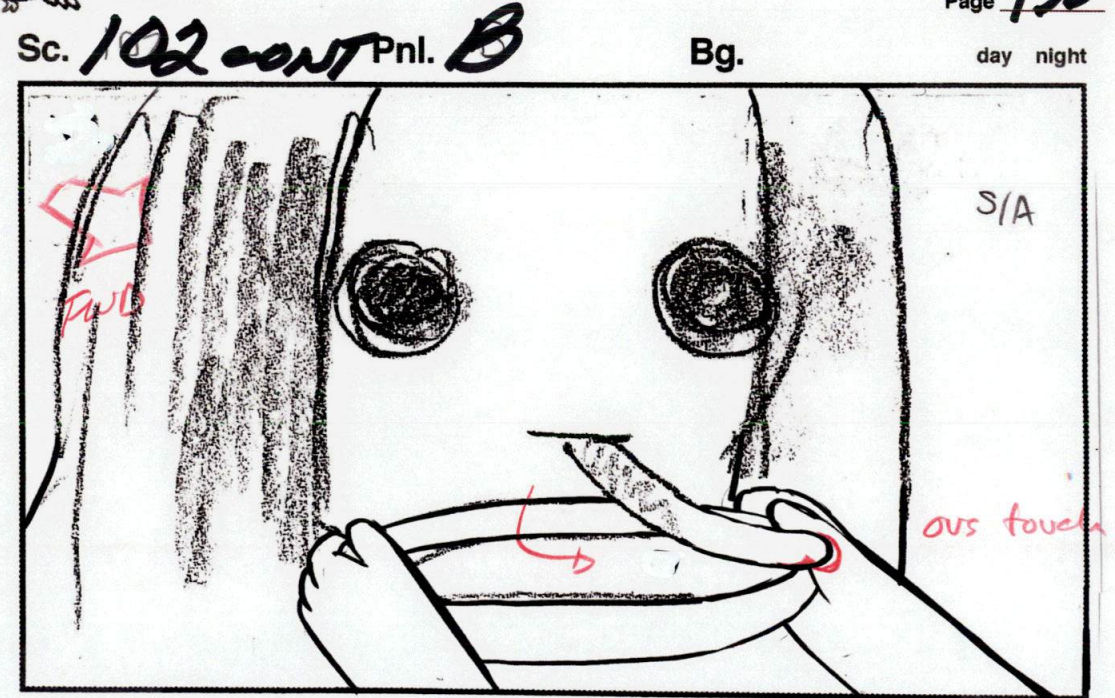
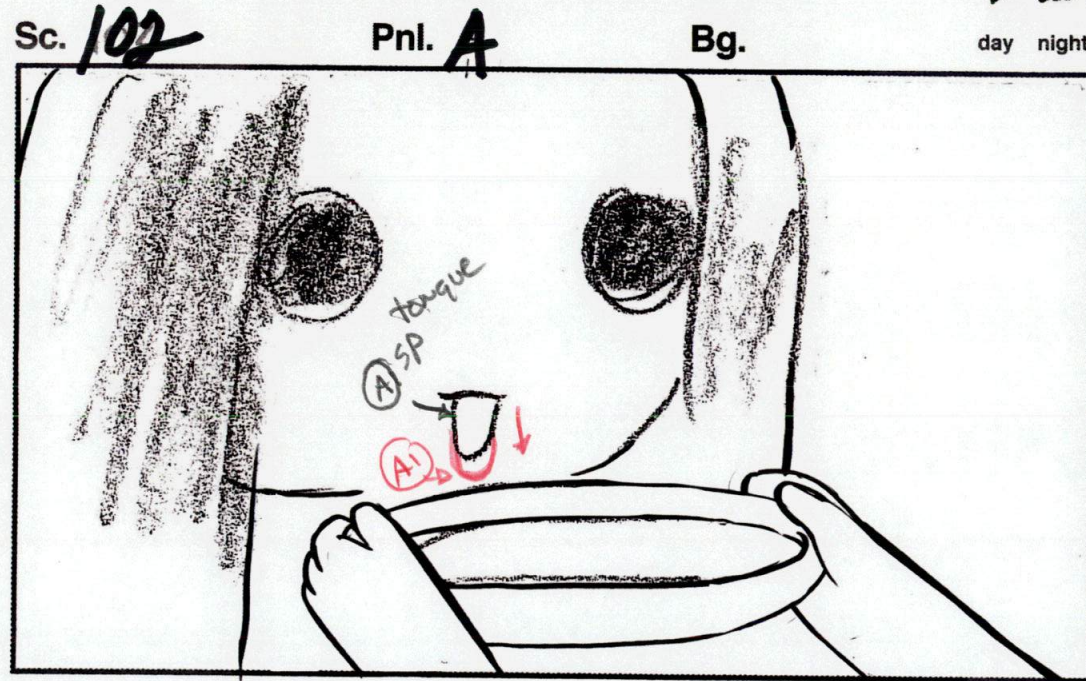
1034/220



# ADVENTURE TIME



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Dialog:

Action:

- GIRL SUDDENLY LICKS J.'S HAND  
JUL 07 2015

Timing:

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Production:

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1034/220



# ADVENTURE TIME



Sc. 103

Pnl. A

Bg.

day night



Sc. 103 cont Pnl. B

Bg.

Page 134  
day night



Dialog:

⑤ AAAAUGH!

Action:

S.P.

- J RECOILS / REELS HIS ARMS IN

JUL 07 2015

Timing:

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Production:

1034/220

1034/220

1034/220



# ADVENTURE TIME



Page **135**

Sc. **103 CONT** Pnl. **C**

Bg.

day night

Sc. **104**

Pnl. **A**

Bg.

day night



Dialog:

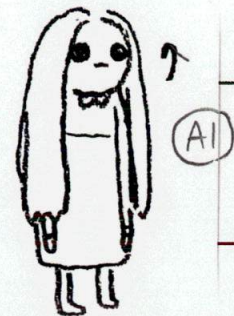
Action:

- J. FLAILS HIS ARMS  
CYCLE B ↔ C 3X

- GIRL LOOKS UP.

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Timing:



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# ADVENTURE TIME



Sc. **105**

Pnl. **A**

Bg.

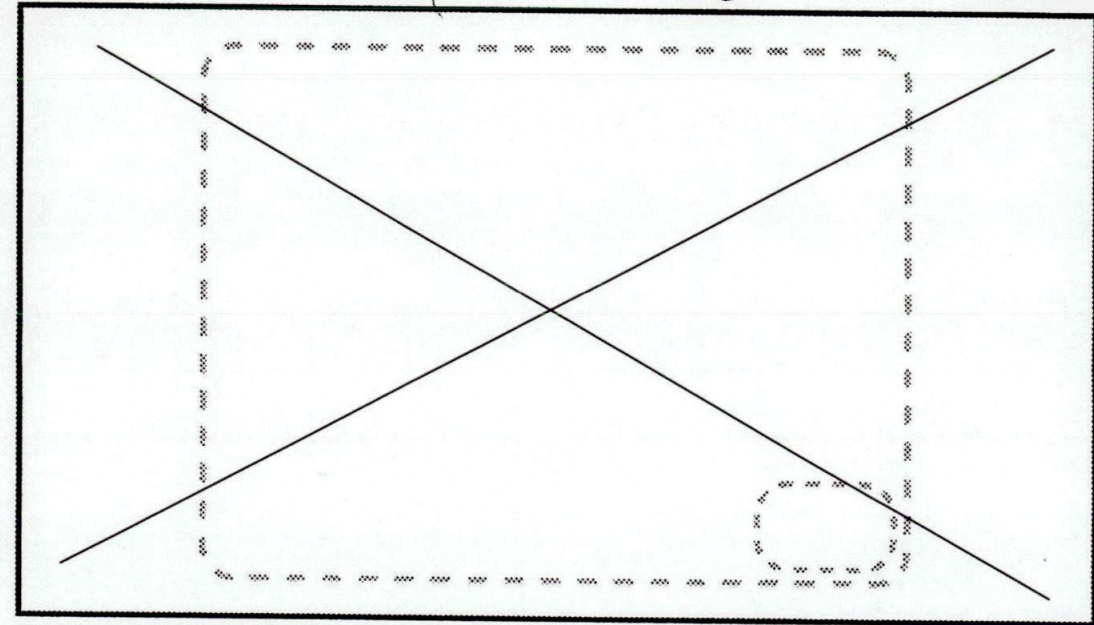
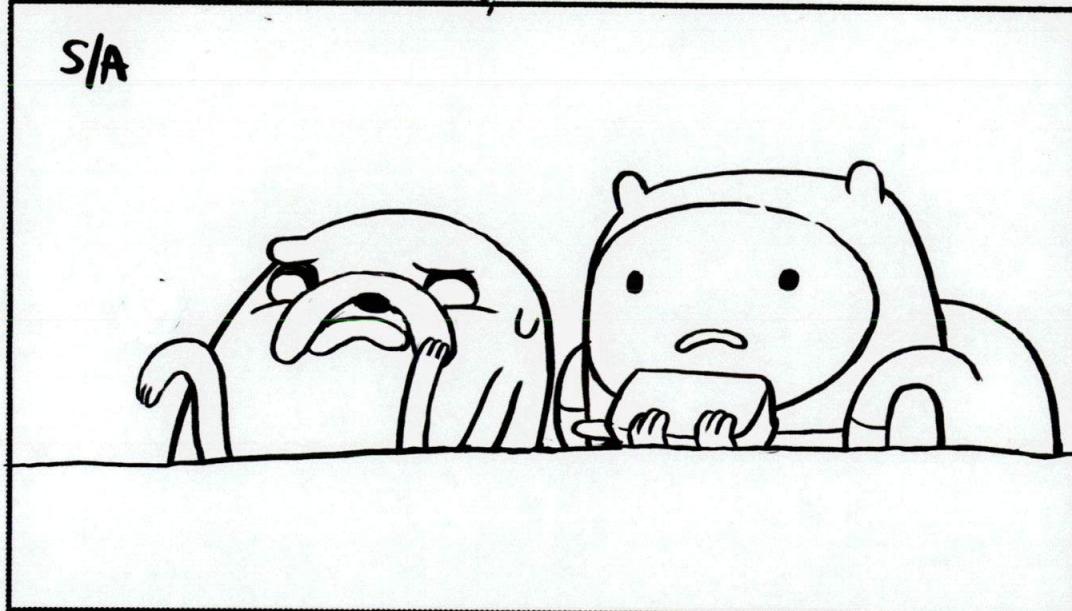
day night

Sc.

Pnl.

Bg.

Page **136**  
day night



Dialog:

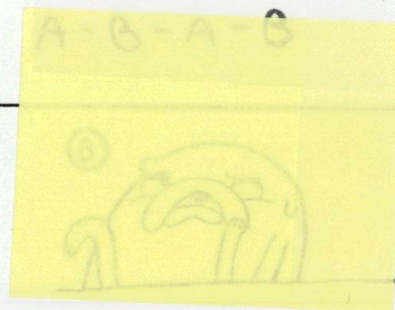
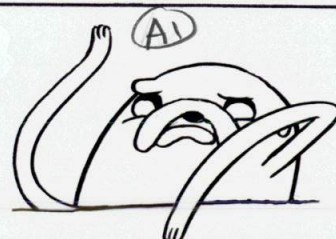
① EUGH

Action:

- J SHAKING WRISTS

JUL 07 2015

Timing:



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Production:

1034/220



# ADVENTURE TIME



Page **137**  
day night

Sc. **105 cont** Pnl. **B**

Bg.

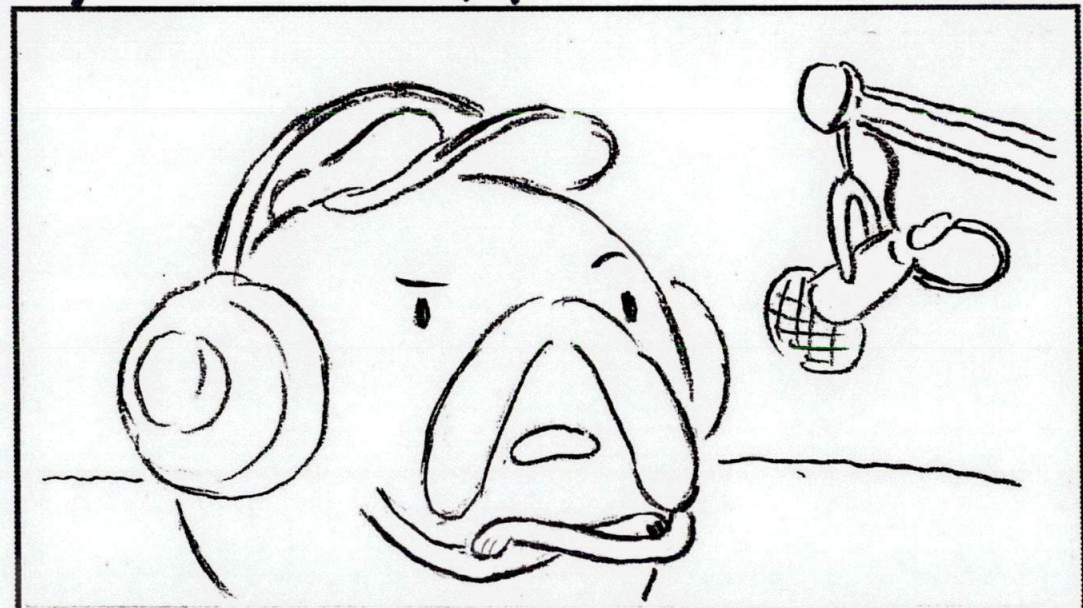
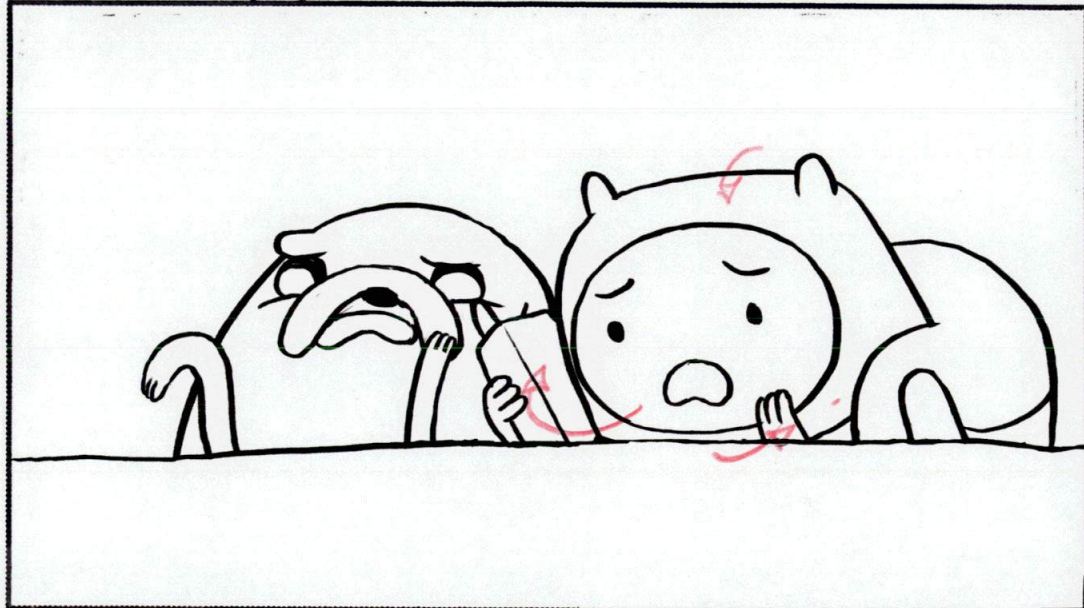
day night

Sc. **106**

Pnl. **A**

Bg.

day night



Dialog:

(F) STARCHY!!

(S) Mmm, didn't work huh?

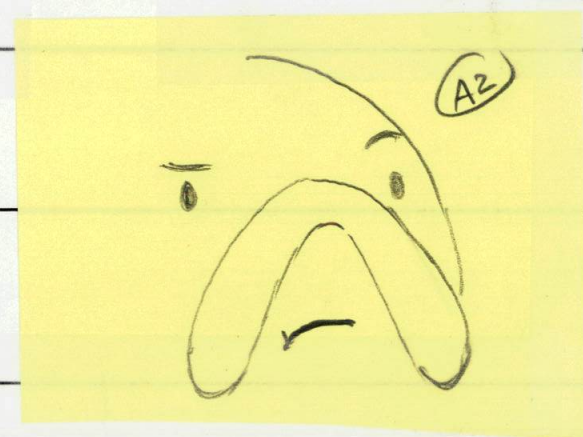
STRANGE ...

AVL 09 2015

Action:

- F. YELLS INTO PHONE

Timing:



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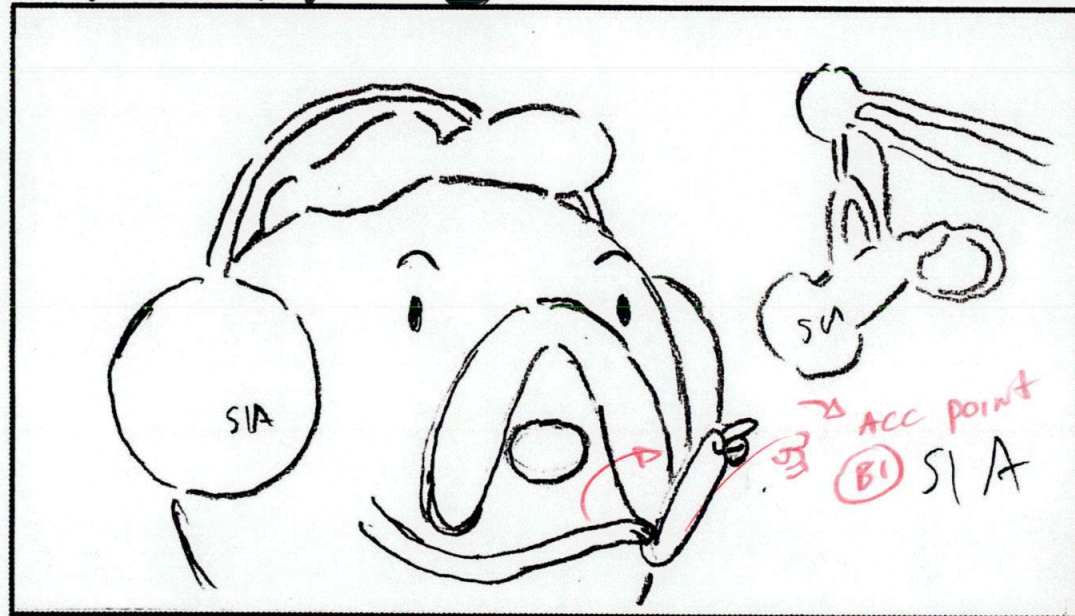
# ADVENTURE TIME



Sc. 106 CONT Pnl. B

Bg.

day night

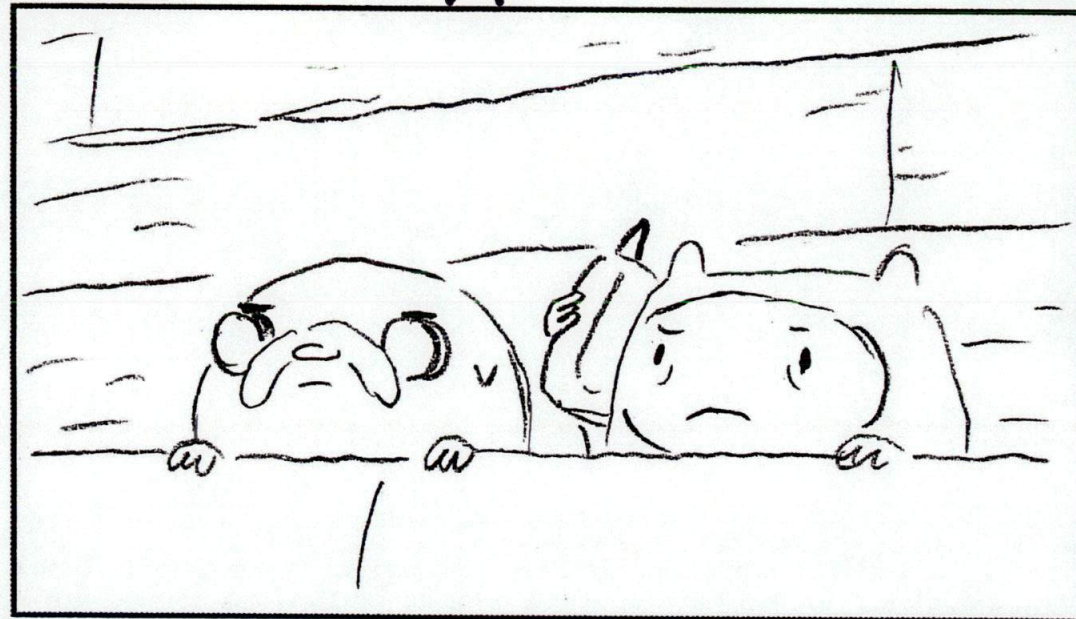


Sc. 107

Pnl. A

Bg.

Page 138  
day night



Dialog:

⑤ MUST BE A HAI NT THEN.

⑤ (off's) TRY PLAYING THE CLARINET.

Action:

Timing:

JUL 07 2015

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1034/220

Production:

1034/220

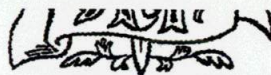


1034/220

Sc. 107 cont Pnl. B

Bg.

day night



Sc. 107 cont Pnl. C

Bg.

Page 139  
day night

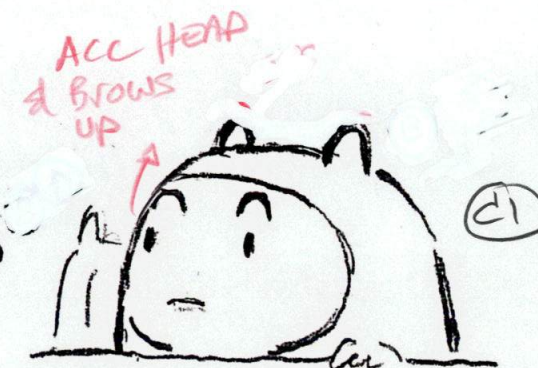


Dialog: (S) (OFF/BS) Haints HATE the CLARINET.

Action:

- J + F TURN TO LOOK AT EACH OTHER IN UNISON
- F GESTURES/RAISES EYEBROWS W/ HIS HEAD

Timing:



JUL 07 2015

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1034/220



# ADVENTURE TIME



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Sc. 107 CONT Pnl. D

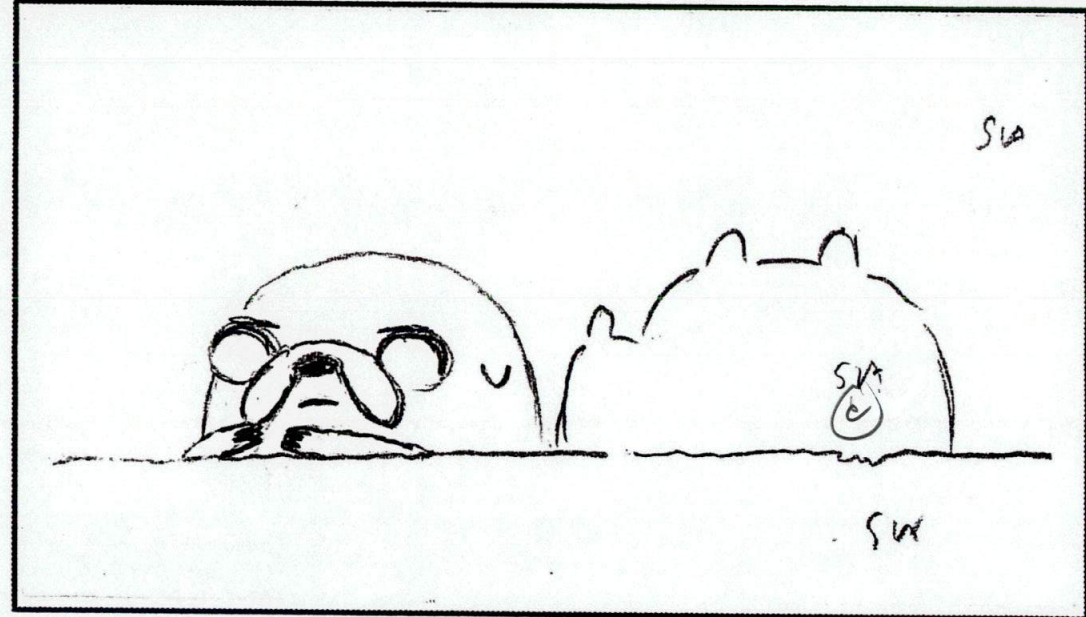
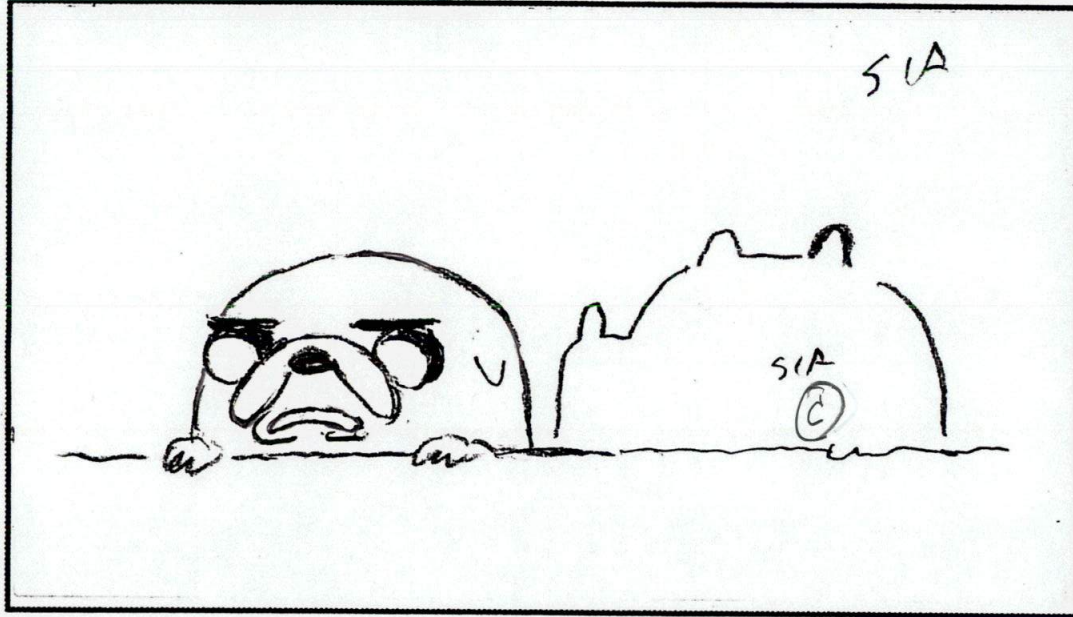
Bg.

day night

Sc. 107 CONT Pnl. E

Bg.

day night



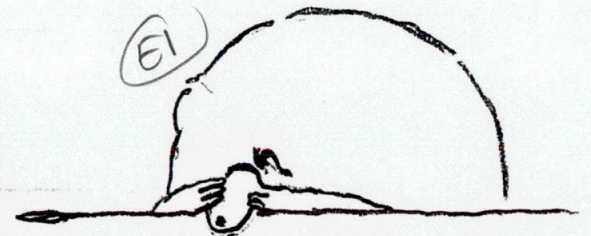
Dialog:

(J) [GROAN]

Action:

Timing:

- J PUTS HIS HANDS  
IN FRONT OF HIM  
- STARTS TO FORM  
CLARINET FROM A FINGER  
JUL 07 CONT



EPISODE # 1034-220

1034/220

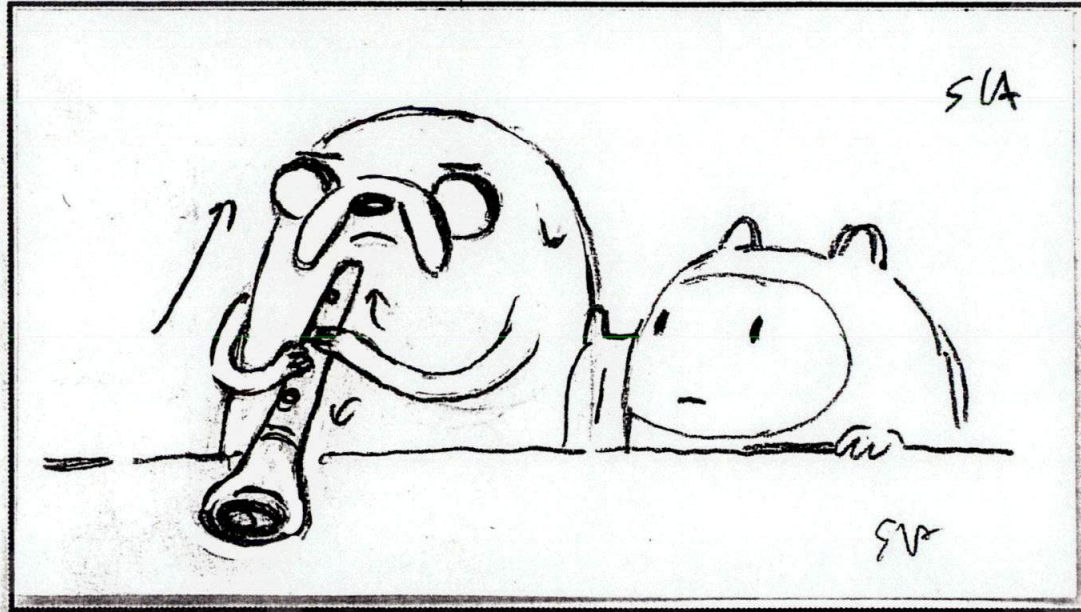


# ADVENTURE TIME



Page 141

Sc. 107 CONT Pnl. F Bg. day night



Sc. 107 CONT Pnl. G Bg. day night



Dialog:

(J) ♪ CLARINET ♪ —————

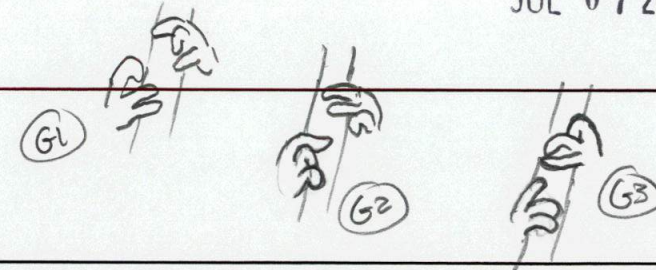
Action:

- CLARINET FORMS/ J. GROWS.  
- FINN'S EYES TRACK JAKE

- J. STARTS PLAYING "CLARINET"

JUL 07 2015

Timing:



EPISODE #

Production:



# ADVENTURE TIME



Sc. 108

Pnl. A

Bg.

day night

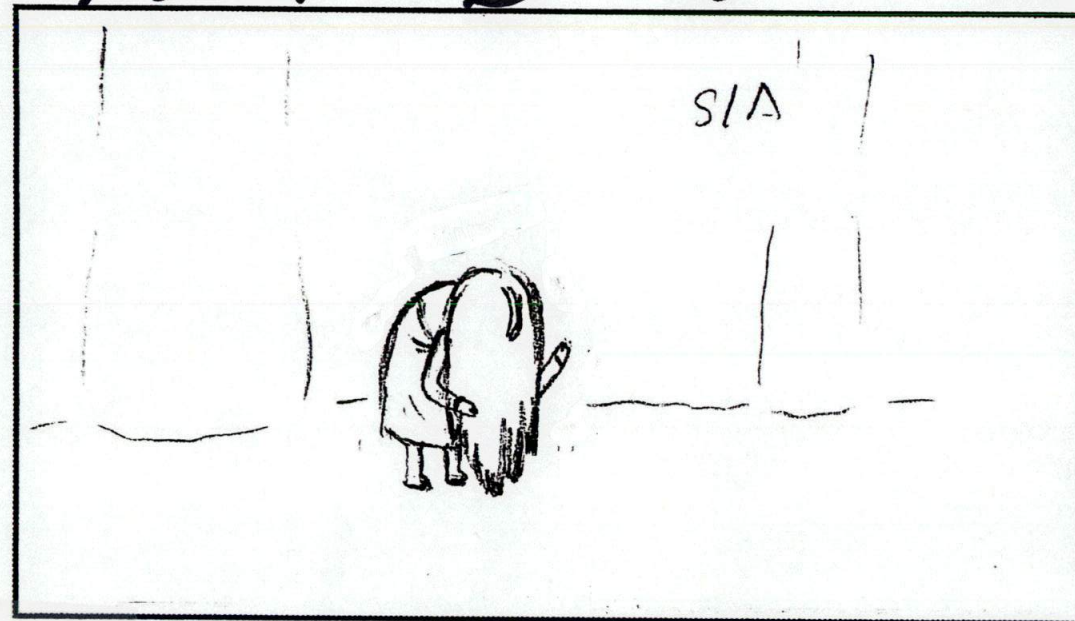


Sc. 108 cont

Pnl. B

Bg.

day night

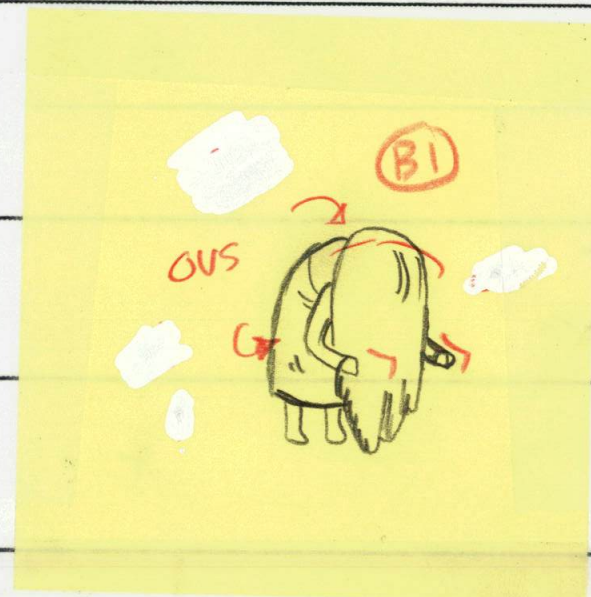


Dialog:

① ↑ CLARINET ↓

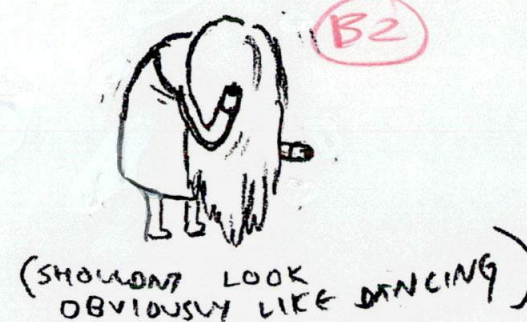
Action:

Timing:



GIRL SUDDENLY BENDS INTO  
POSE  
MOVES ARMS JERKILY  
WHILE VIBRATING

JUL 07 2015



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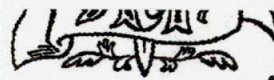
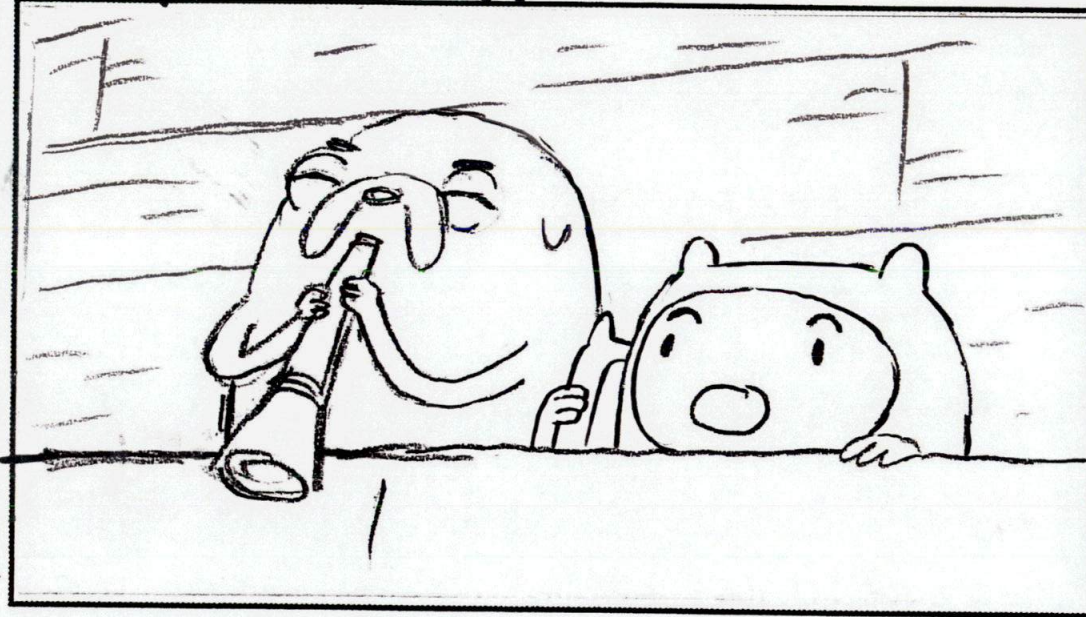
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Sc. 109

Pnl. A

Bg.

day night

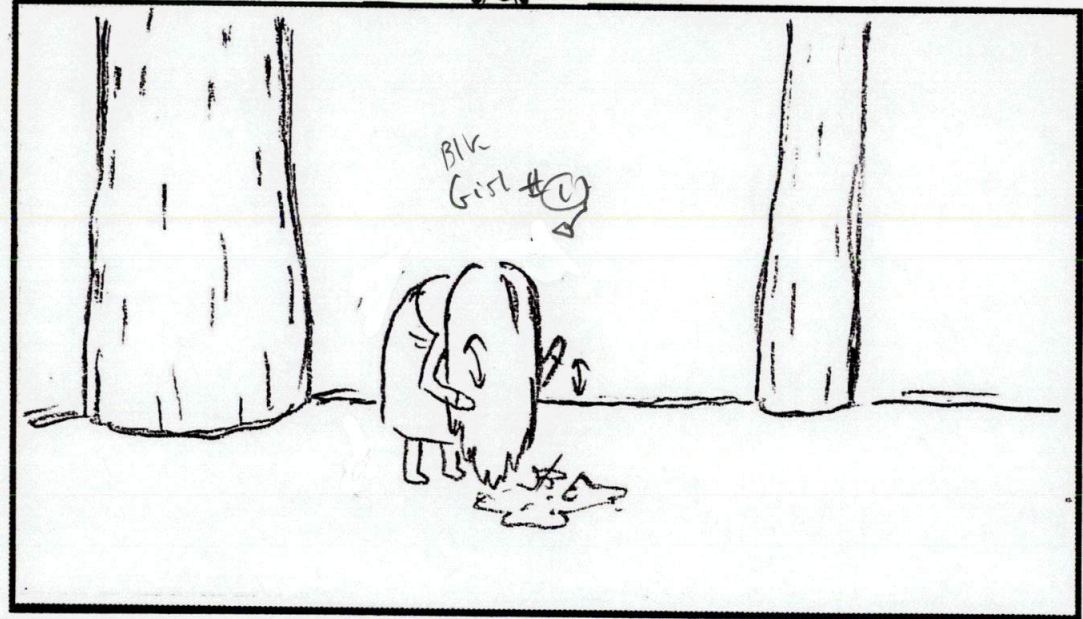


Sc. 110

Pnl. A

Bg.

Page 143  
day night



Dialog:

(P)

I THINK IT'S WORKING!  
KEEP PLAYING!

Action:

(J)

CLARINET

Timing:

- CONT. JERKY ARM MOVEMENT  
+ VIBRATING

(AL)



JUL 07 2013

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# ADVENTURE TIME



Sc. **110 CONT** Pnl. **B**

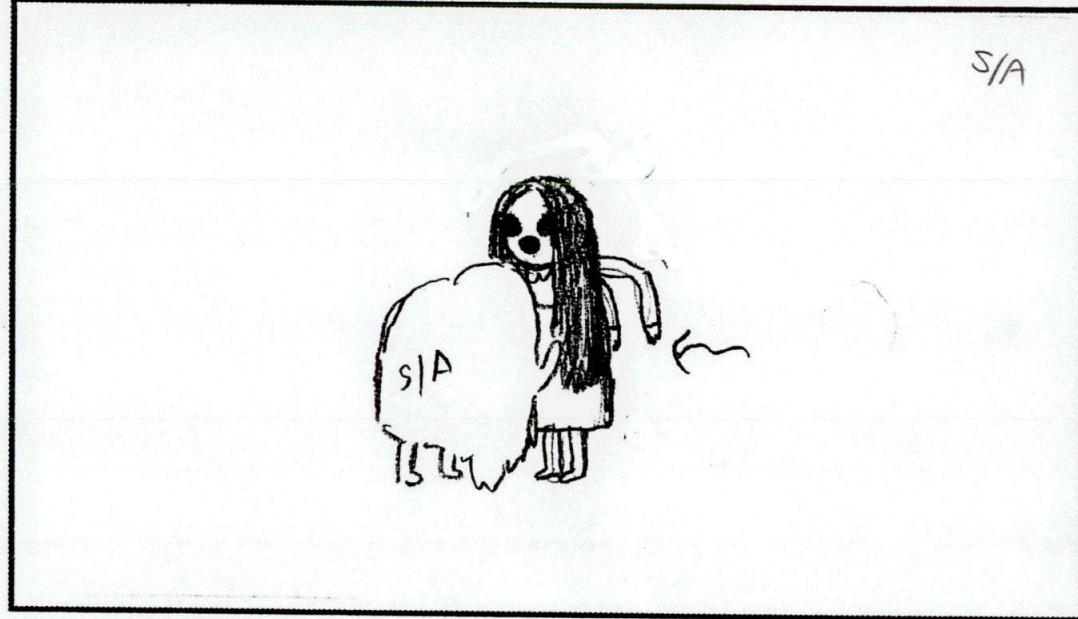
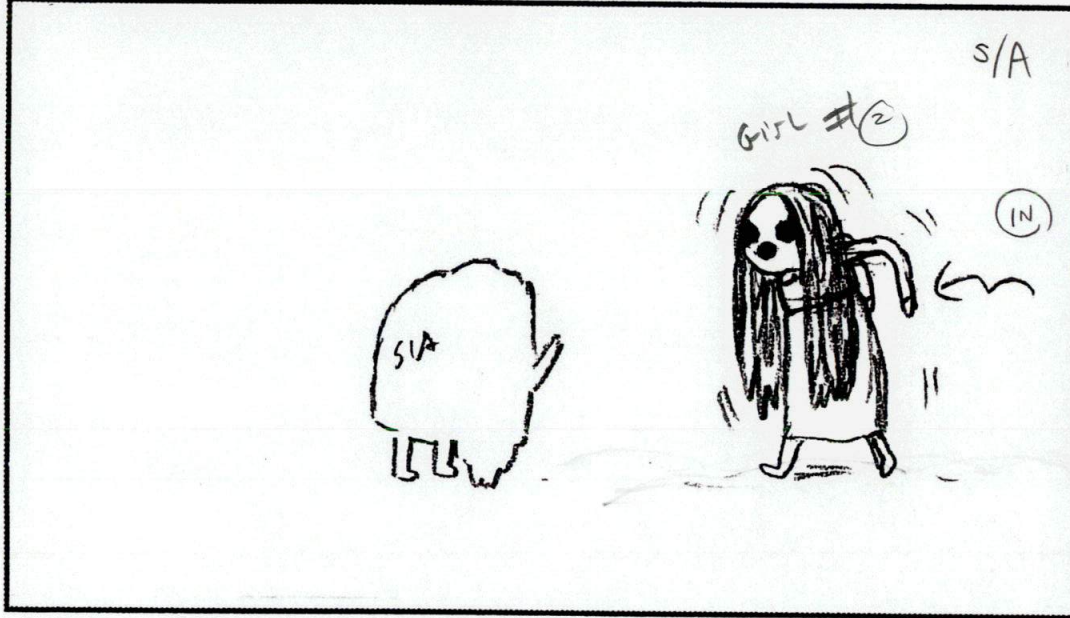
Bg.

day night

Sc. **110 CONT** Pnl. **C**

Bg.

Page **144**  
day night



Dialog:

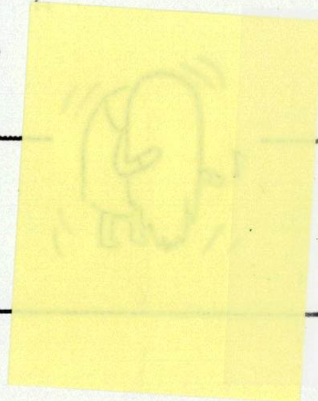
**GIRL 2** : INHALE - EXHALE

Action:

- GIRL 2 WALKS ON/5 IN WEIRD POSE, VIBRATING

- GIRL #2 STOPS NEXT TO GIRL 1  
- STARTS DOING REPETITIVE MOTION

Timing:



(C) (C)

07 2015

(C)



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# ADVENTURE TIME

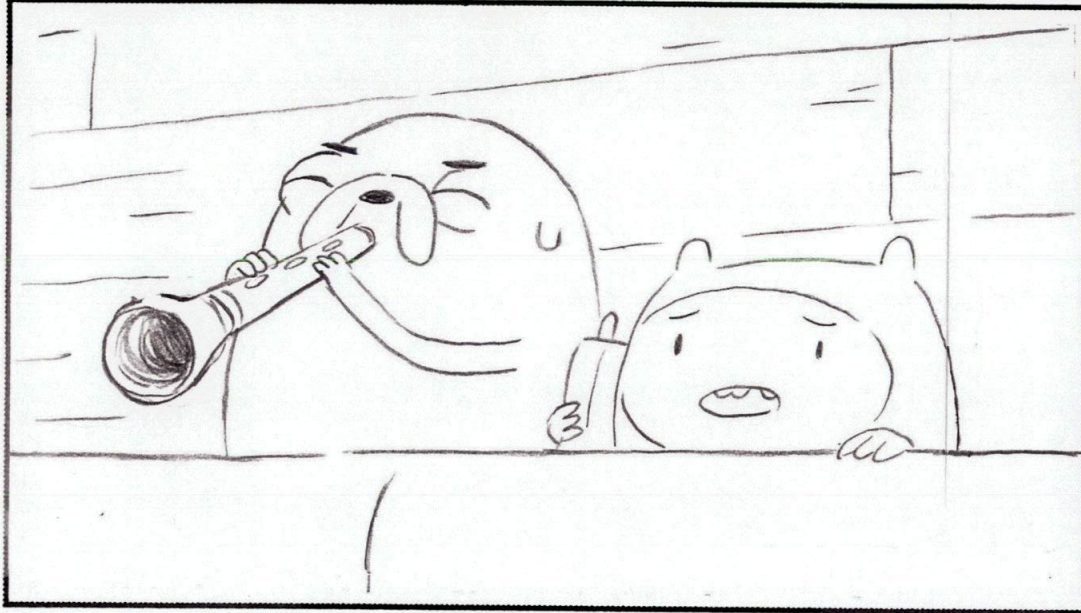


Sc. **III**

Pnl. **A**

Bg.

day night

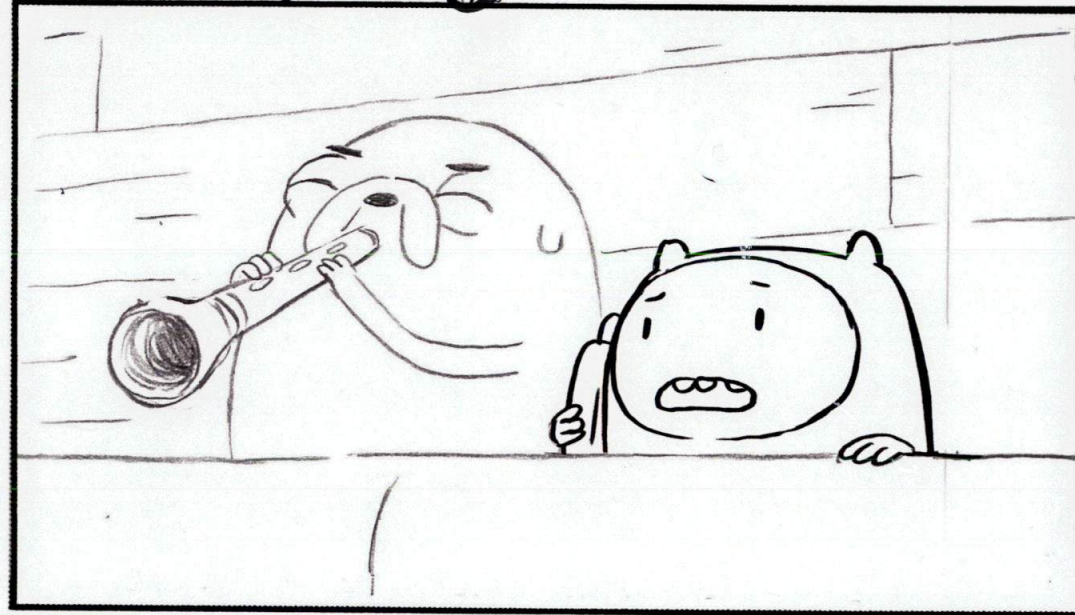


Sc. **III cont**

Pnl. **B**

Bg.

Page **145**  
day night



Dialog:

ⓕ UHH...

Action:

→ PLAYING INTENSELY

— f LOOKS LEFT + RIGHT

Timing:



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1034/220

Production:

1034/220

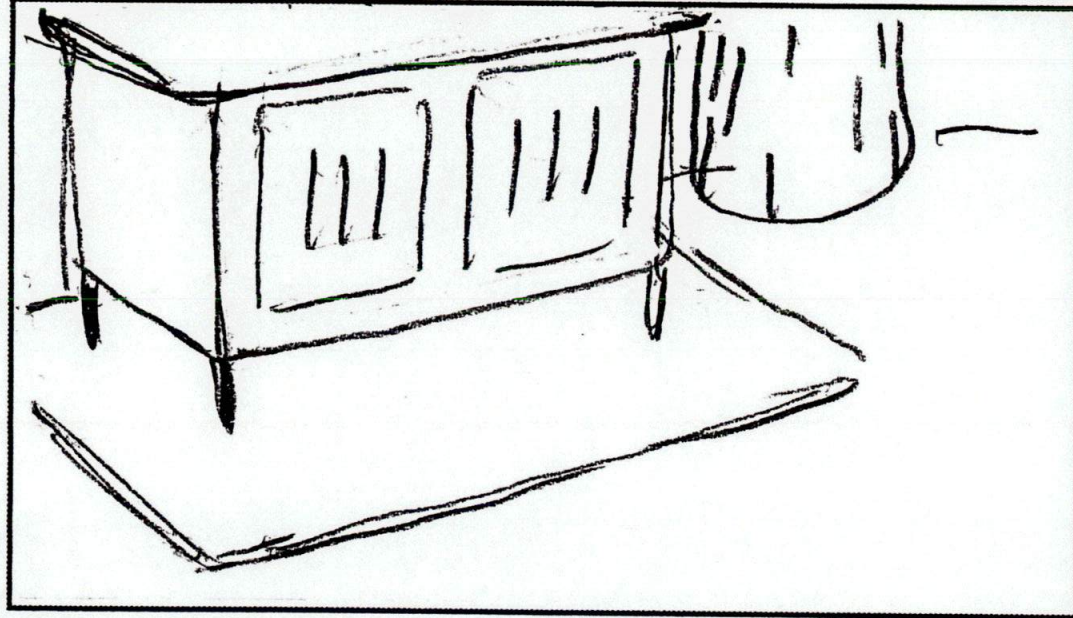


# ADVENTURE TIME

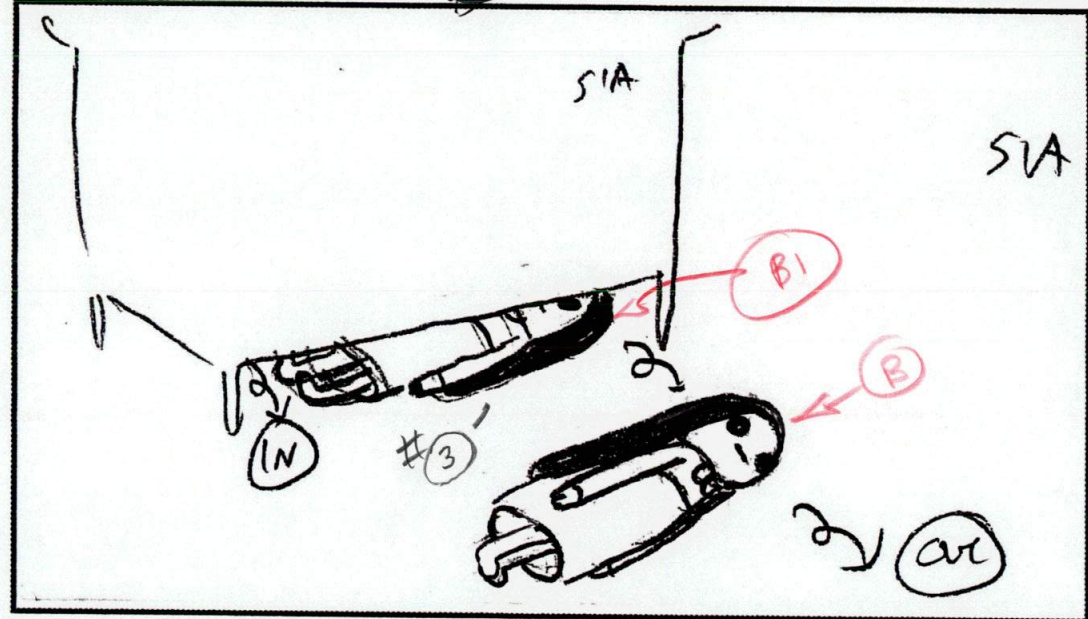


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Sc. 112 Pnl. A Bg. day night



Sc. 112 cont Pnl. B Bg. day night



Dialog:

Action:

Timing:

- GIRL #3 ROLLS OUT FROM BENEATH OVEN.

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Production:

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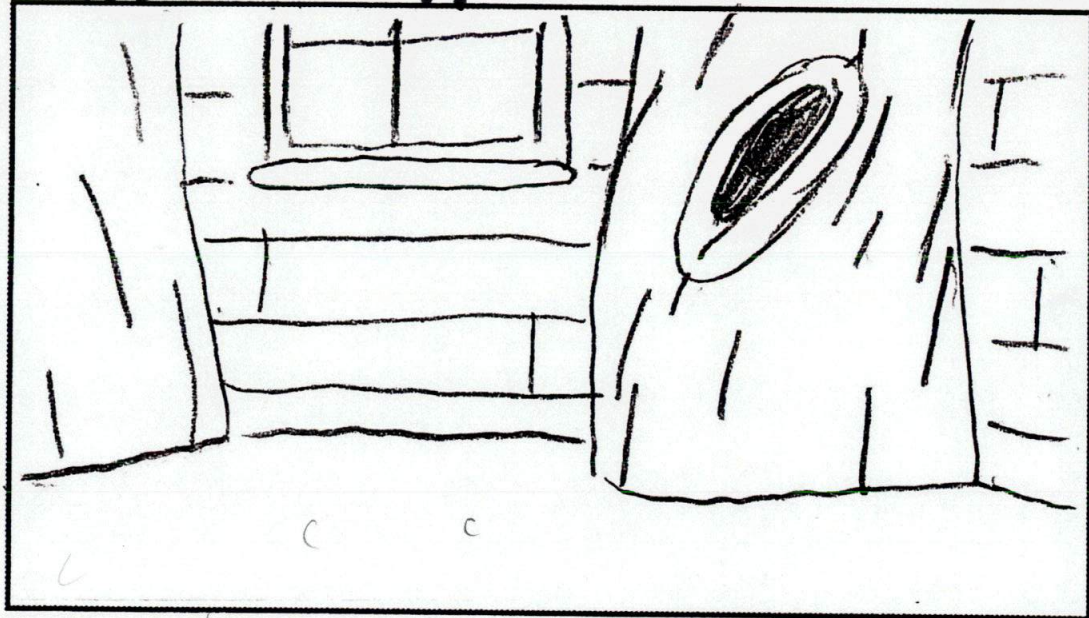
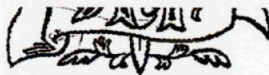
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Sc. 113

Pnl. A

Bg.

day night

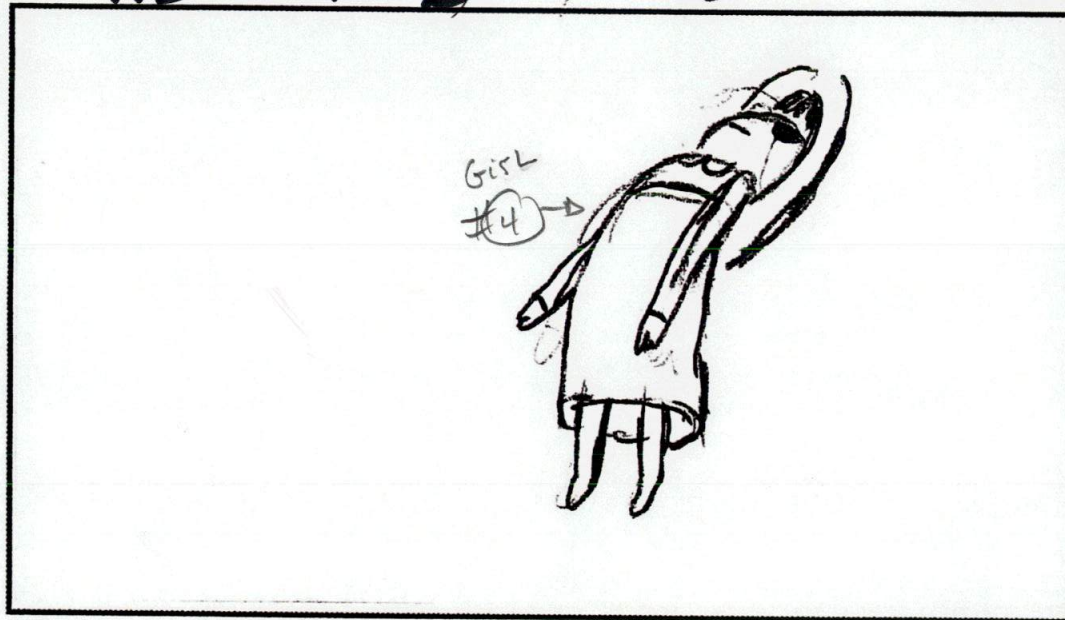


Sc. 113 cont

Pnl. B

Bg.

Page 147  
day night



Dialog:

Action:

- GIRL #4 SLIDES  
OUT OF KNOTHOLE.

Timing:



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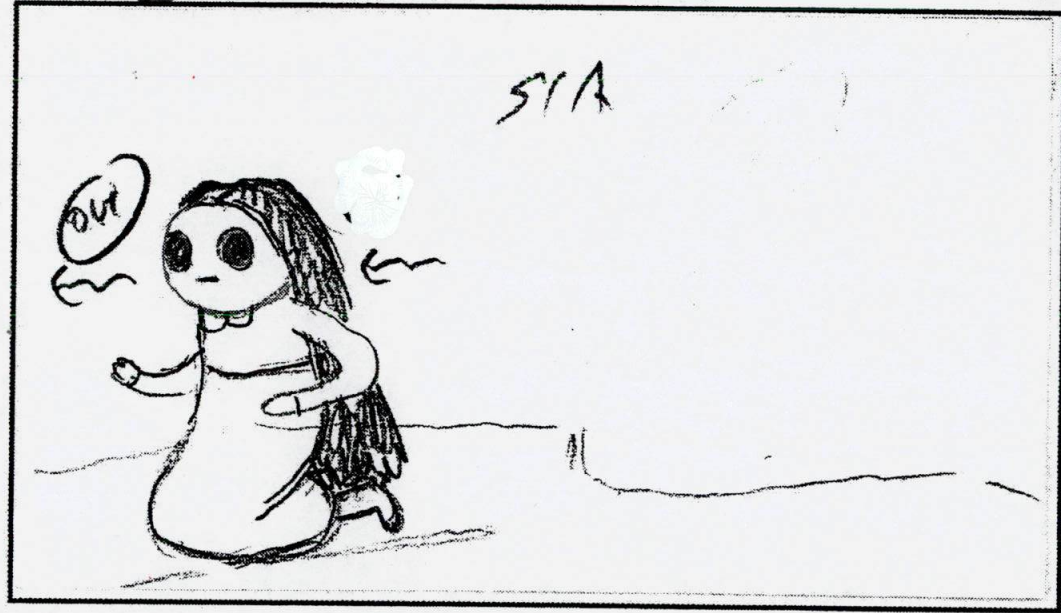


# ADVENTURE TIME

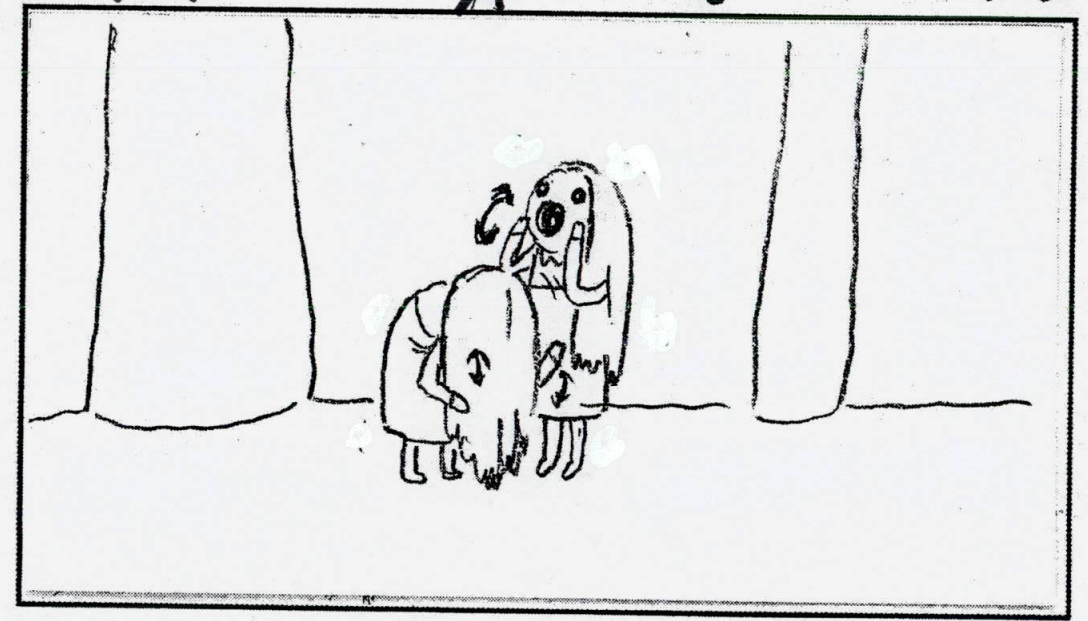


Page **148**

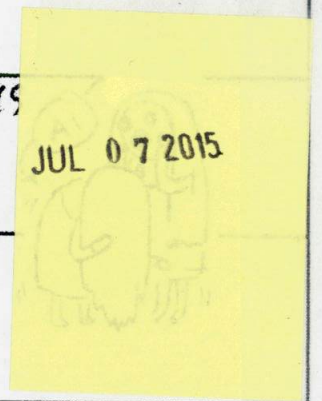
Sc. **113 cont** Pnl. **C** Bg. day night



Sc. **114** Pnl. **A** Bg. day night



Dialog:	
Action:	- GIRL SHUFFLES OUT OF FRAME ON KNEES.
Timing:	- GIRLS CONT. SAME MOVEMENTS S/A SC 110



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Production:

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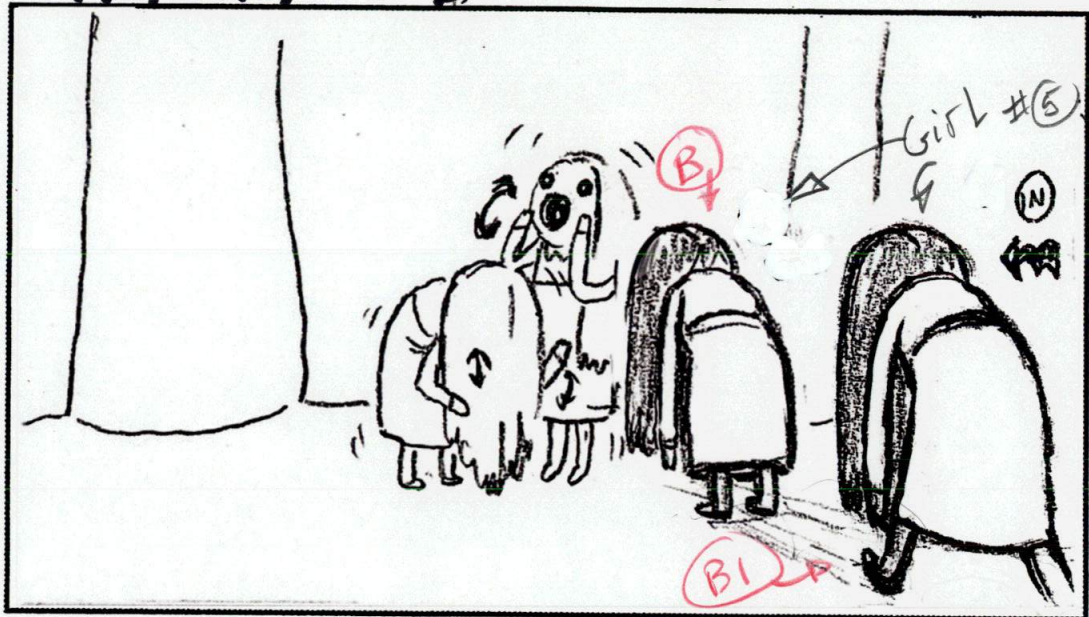
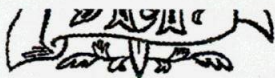


1034/220

Sc. 114 cont Pnl. B

Bg.

day night



Sc. 114 cont Pnl. C

Bg.

day night

Page

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Dialog:

Action: - GIRL 5, WALKS ON/S  
HUNCHED OVER  
+ VIBRATING  
- STOPS, STARTS DOING  
REPEATED BENDING  
OVER MOTION!

Timing:

(B) (B2)



- GIRL #4 SHUFFLES ON/S  
ON HER KNEES

JUL 07 2015

Production:

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# ADVENTURE TIME

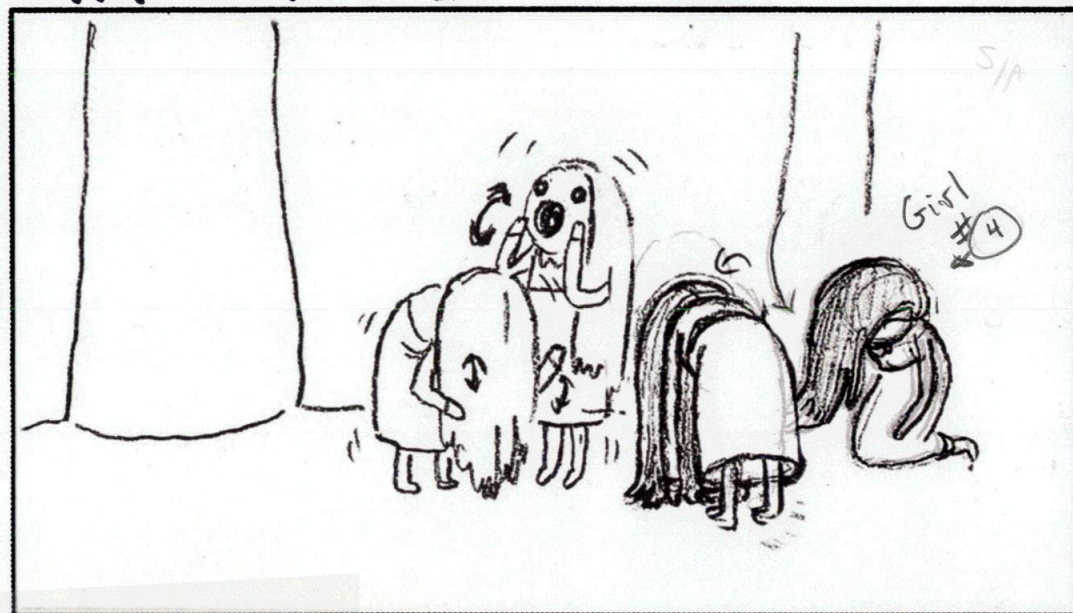


Page **150**

Sc. **114 CONT** Pnl. **D**

Bg.

day night



Sc. **114 CONT** Pnl. **E**

Bg.

day night



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Girl #4  
STARTS HEADBANGING  
(JERRY TIMING)



E2

- GIRL 5 SLIDES DOWN  
TREE TRUNK SLOWLY  
- STICKS HER TONGUE  
IN + OUT  
w/ sway



Girl #6



JUL 07 2015

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Sc. 114 cont Pnl. F Bg.

day night



Dialog:

Action:

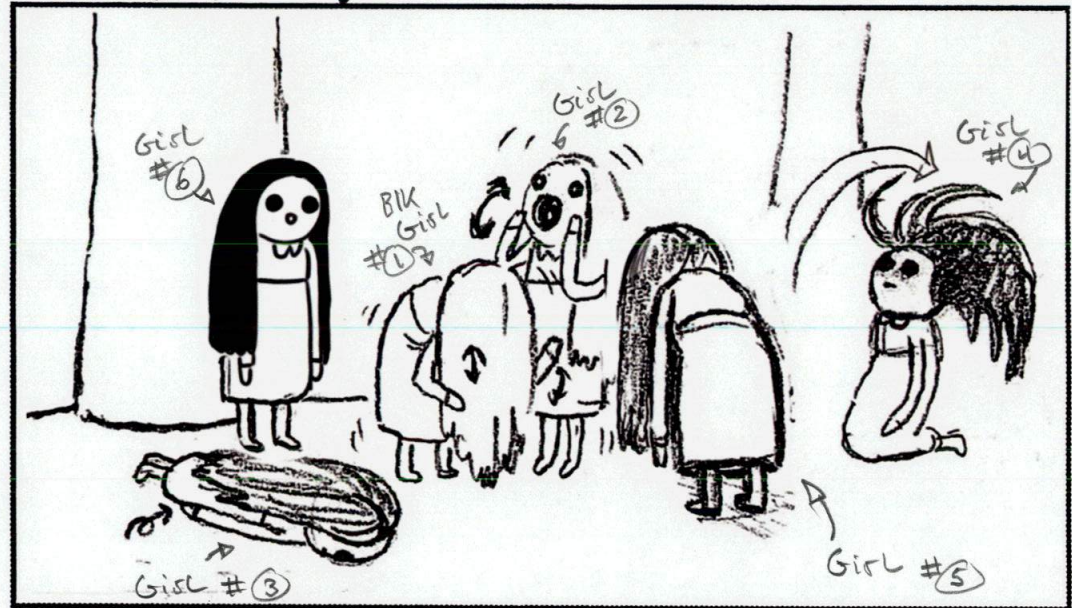
- GIRL #6 ROLLS IN

Timing:

TU  
Cut off



Sc. 114 cont Pnl. G Bg.



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Sc

Pnl.

Bg.

day night

Sc.

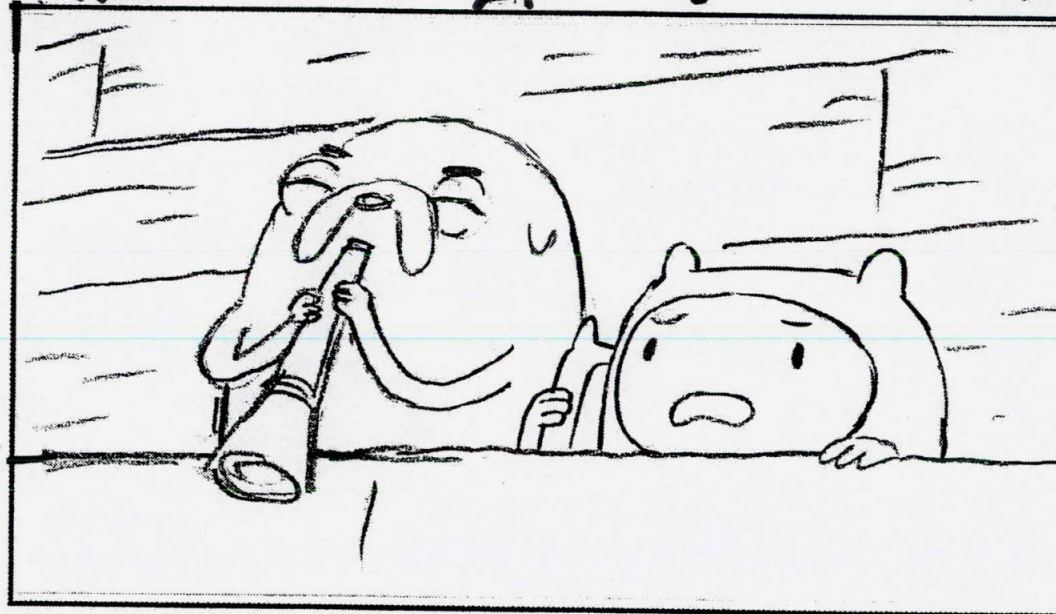
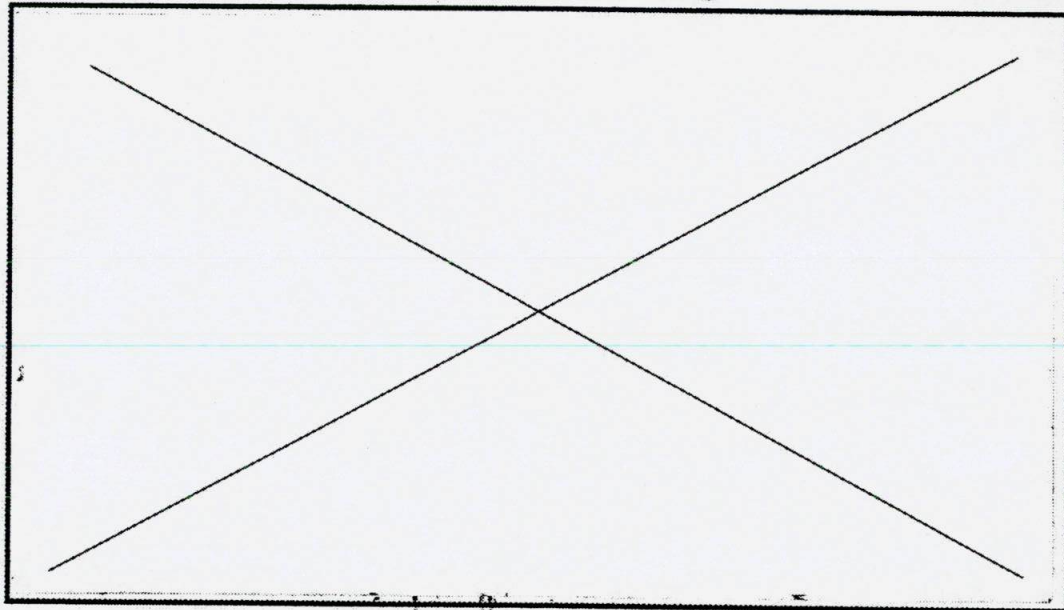
Pnl.

Bg.

Page

day night

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Dialog:

1

JAKE

CLARINET

Action:

Timing:

JUL 07 2015

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Production:

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# ADVENTURE TIME



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Sc. **116 CONT** Pnl. **B**

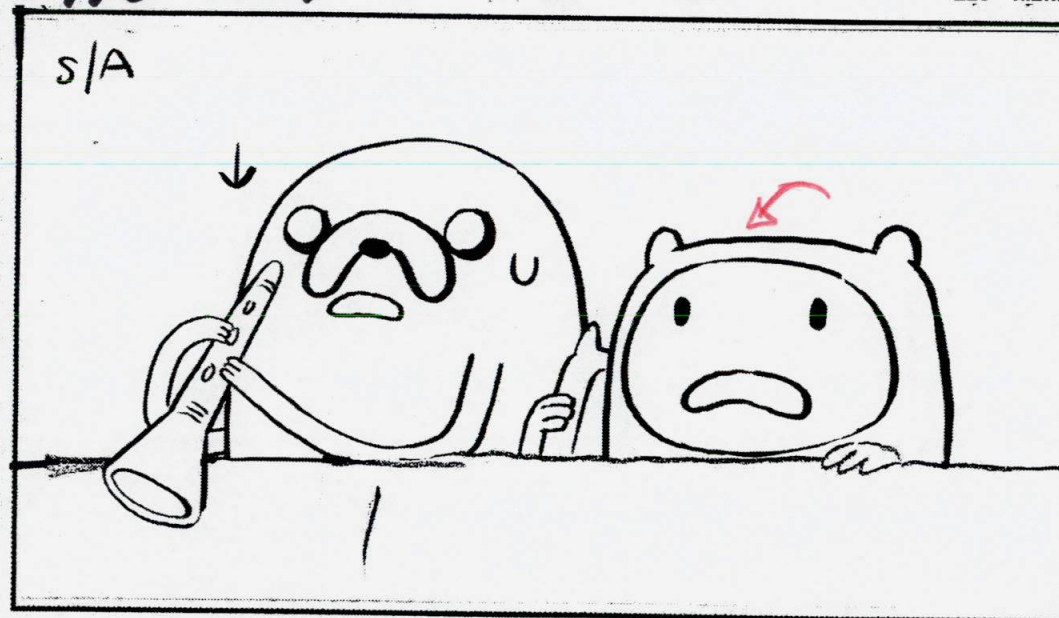
Bg.

day night

Sc. **116 CONT** Pnl. **C**

Bg.

day night



Dialog:

ⓕ JAKE, STOP!

Action:

-J STOPS PLAYING

JUL 07 2015

Timing:

EPISODE # 1034-220

Production:

1034/220



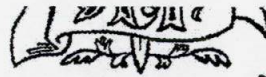
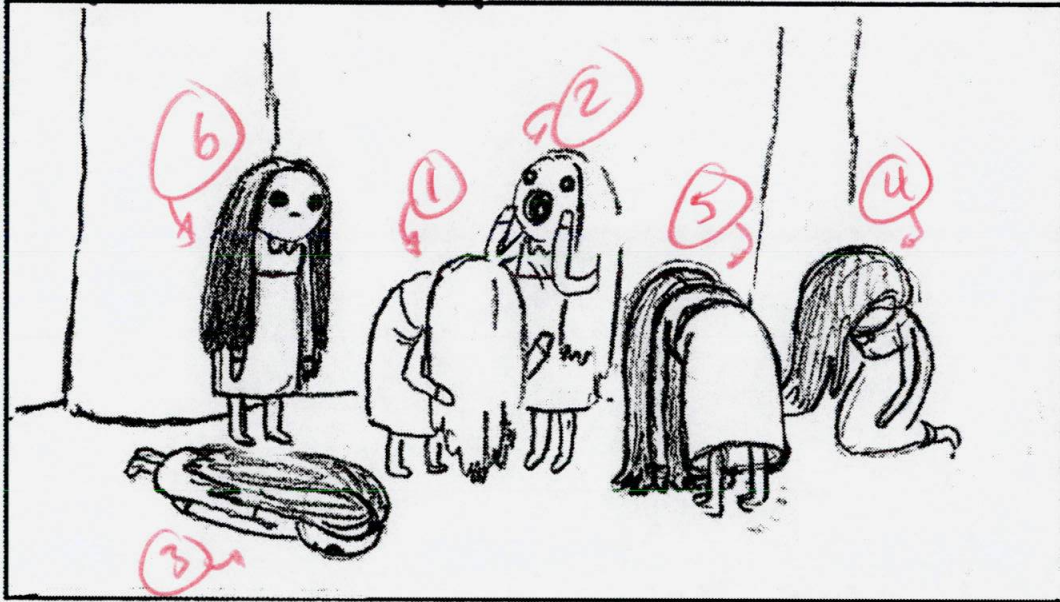
1034/220

Sc. 117

Pnl. A

Bg.

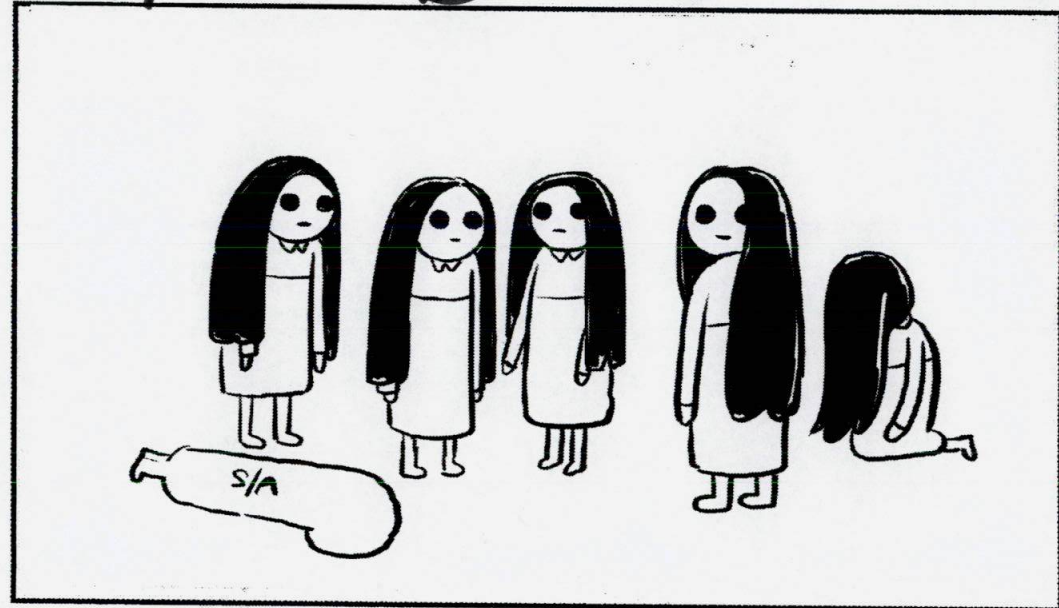
day night



Sc. 117 cont Pnl. B

Bg.

day night



Dialog:

S.P.

Action:

-All STOP DANCING

Timing:

JUL 07 2015

Page 154

EPISODE #

1034-220

Production:

1034/220

1034/220



# ADVENTURE TIME



Sc. **118**

Pnl. **A**

Bg.

day night

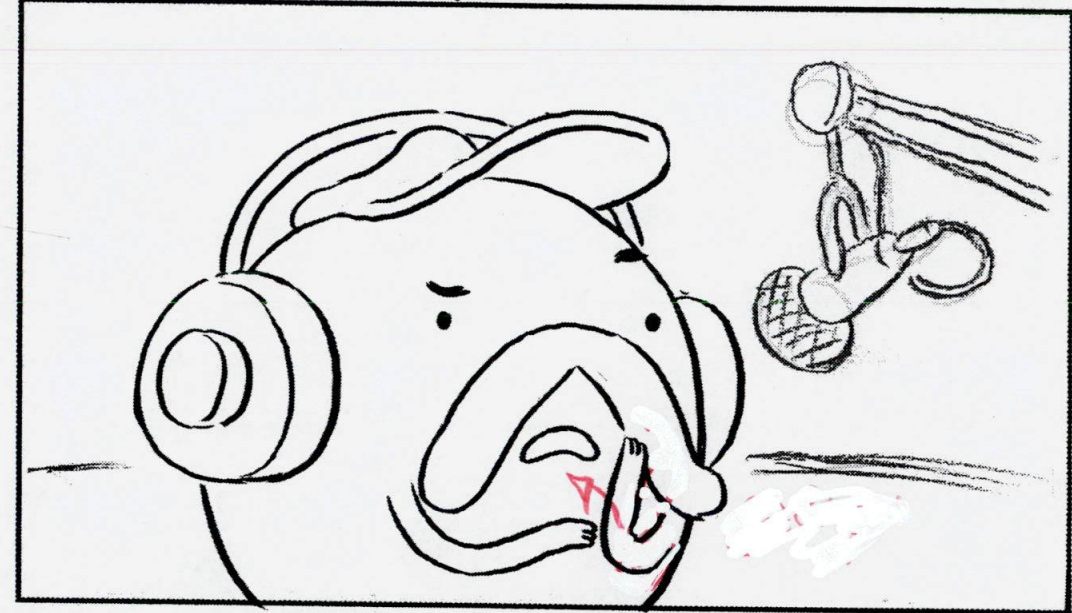
Sc. **119**

Pnl. **A**

Bg.

Page **155**

day night



Dialog:

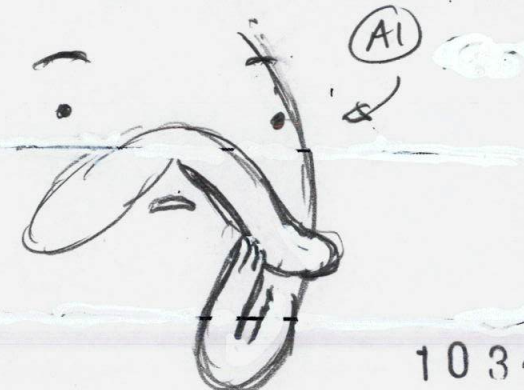
(F) (FAST)  
STARCHY, I THINK THEY LIKED  
THE CLARINET MUSIC. ALSO  
THERE'S 8 OF THEM NOW

(S): JEEPERZ,  
REALLY?

JUL 07 2015

Action:

Timing:



EPISODE #

Production:

1034/220

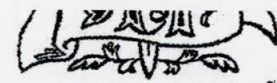
1034/220

1034/220



Sc. 119 CONT Pnl. B

Bg.



day night



Sc. 119 CONT Pnl. C

Bg.

Page 156  
day night



Dialog:

(S) - um ...

(S) OK, I DEFINITELY KNOW  
WHAT YOU'RE DEALIN' WITH...

Action:

Timing:

JUL 07 2015

EPISODE # 1034-220

Production:

1034/220

1034/220

1034/220



1034/220

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# ADVENTURE TIME

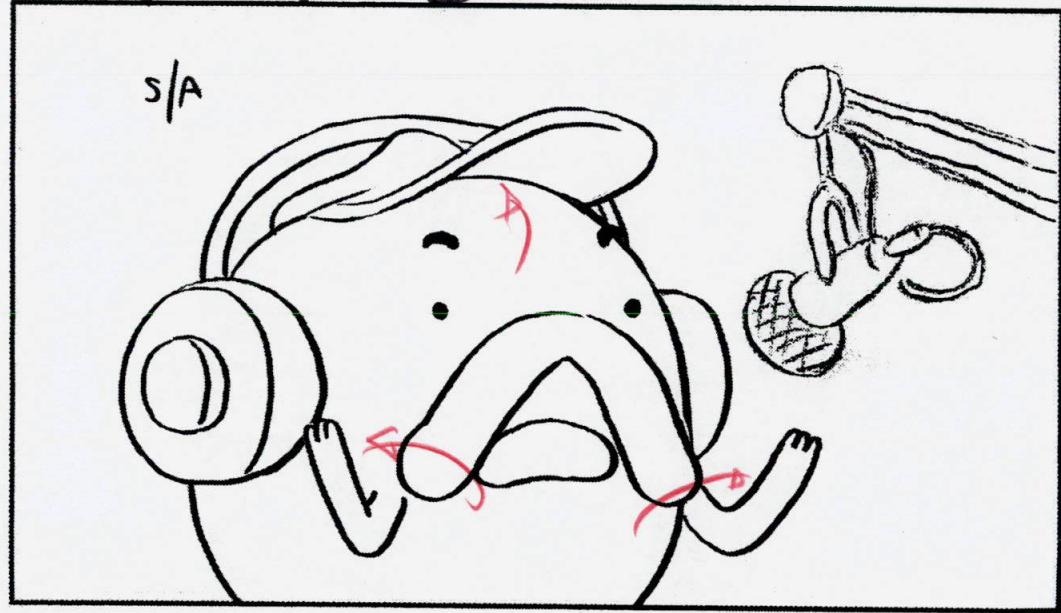


Page 157

Sc. 119 CONT Pnl. D

Bg.

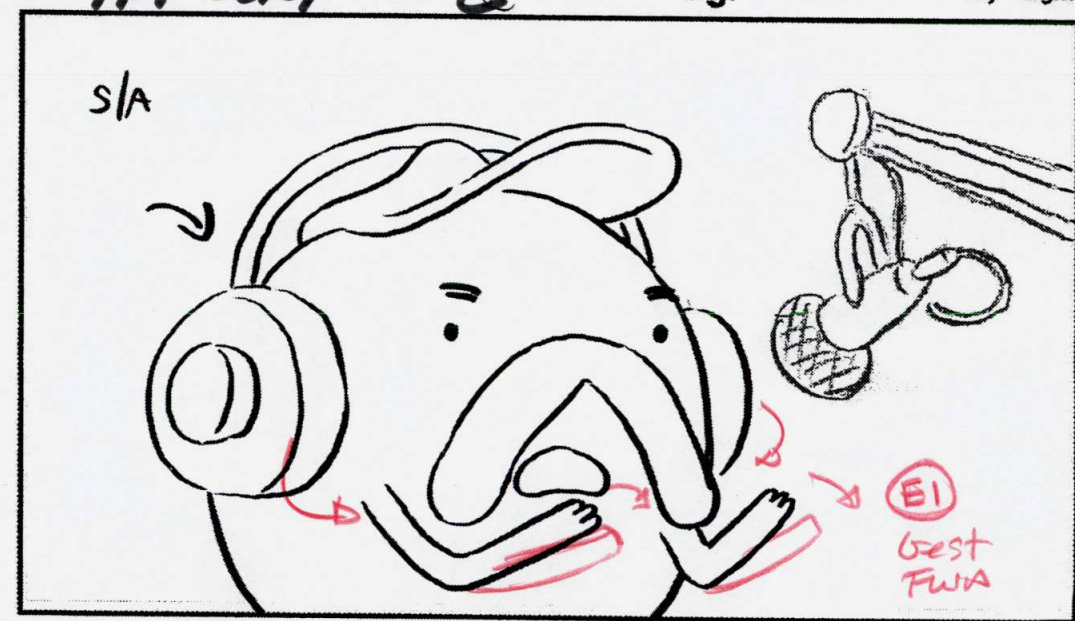
day night



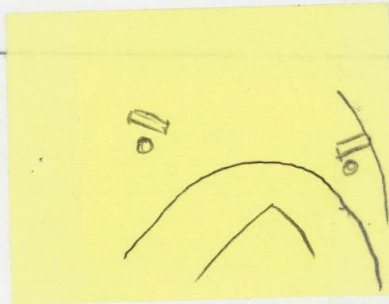
Sc. 119 CONT Pnl. E

Bg.

day night



Dialog:	(S) AN <u>UN-DEAD.</u>	(S) THE UNDEAD FEAR THE GAZE OF THE
Action:		
Timing:		



(E2) JUL 07 2015

EPISODE # 1034-220

Production:

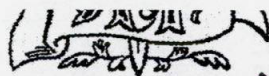
1034/220

1034/220



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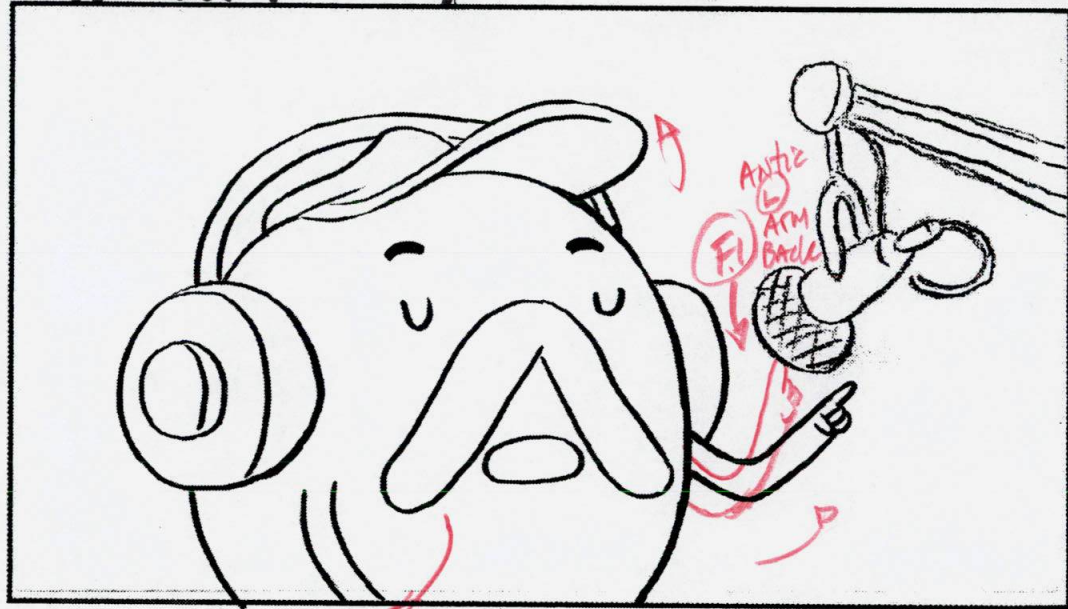
ADVENTURE TIME



Sc. 119 CONT Pnl. F

Bg.

day night

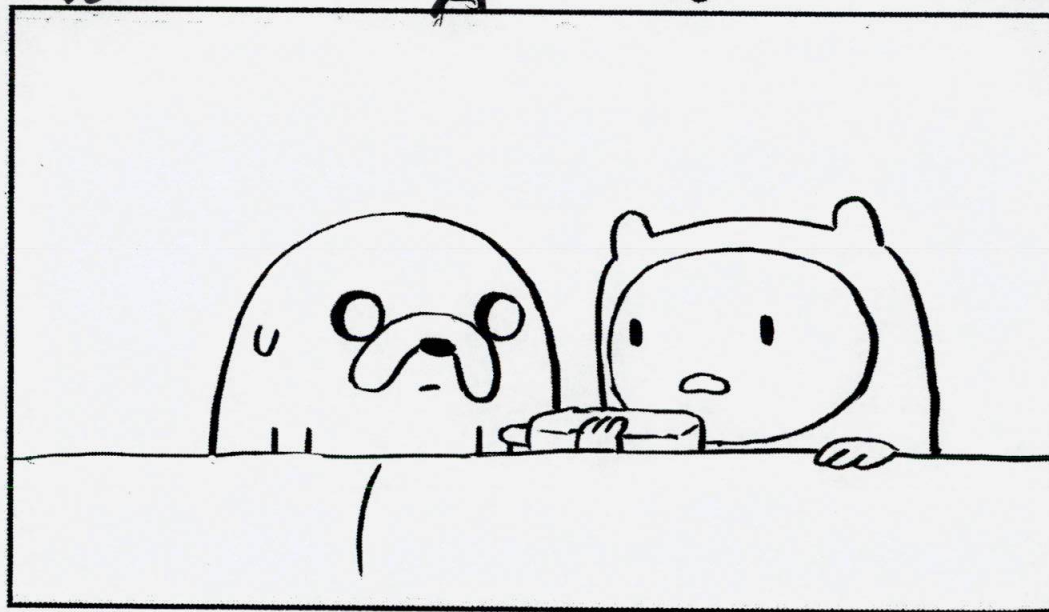


Sc. 120

Pnl. A

Bg.

day night



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Dialog:

⑤ COMMON YARD CHICKEN.

⑥ OUR CHICKEN RAN AWAY, THOUGH.

Action:

Timing:

JUL 07 2015

EPISODE # 1034-220

Production:

1034/220

1034/220

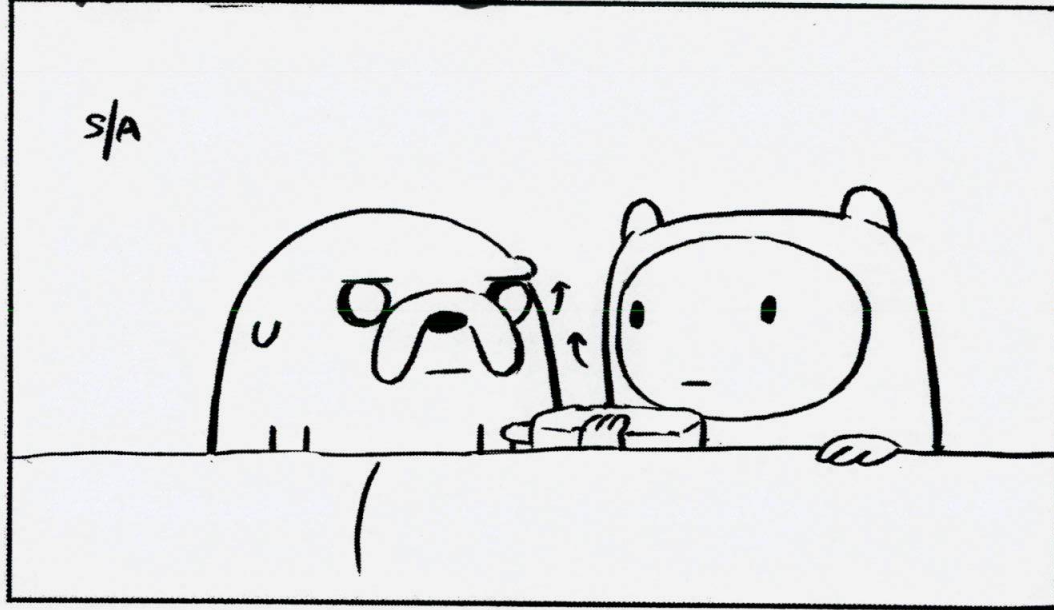


# ADVENTURE TIME

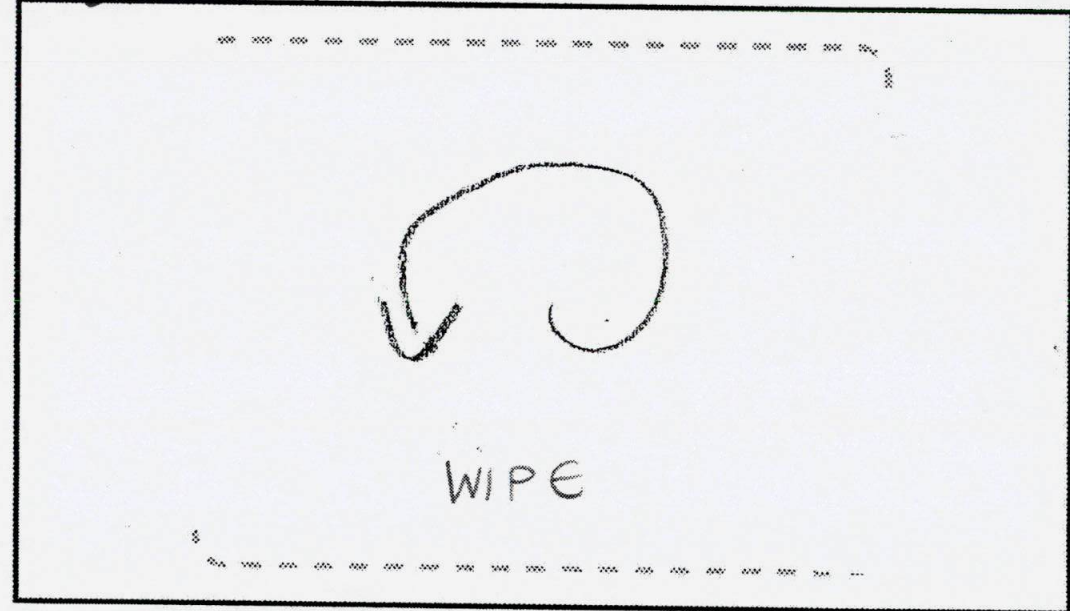


Page 159

Sc. 120 cont Pnl. B Bg. day night



Sc. 120 cont Pnl. Bg. day night



Dialog:	(J) HRM.
Action:	- F+ LOOK UP AT EACH OTHER
Timing:	JUL 07 2015

EPISODE # 1034-220

Production:

1034/220

1034/220

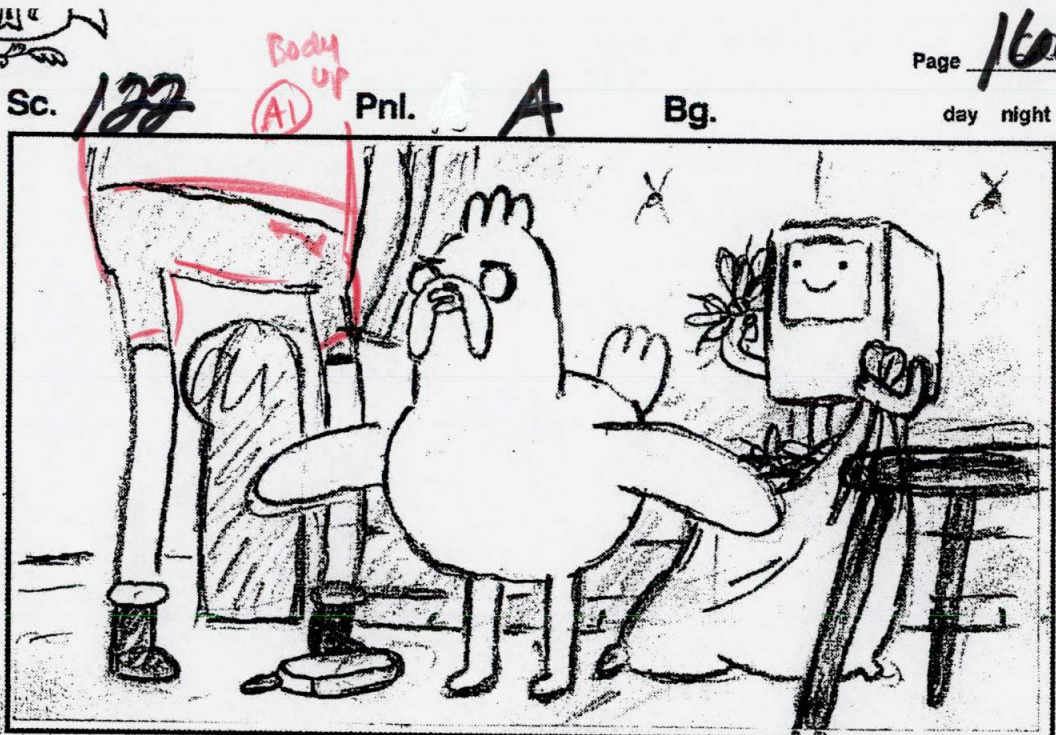
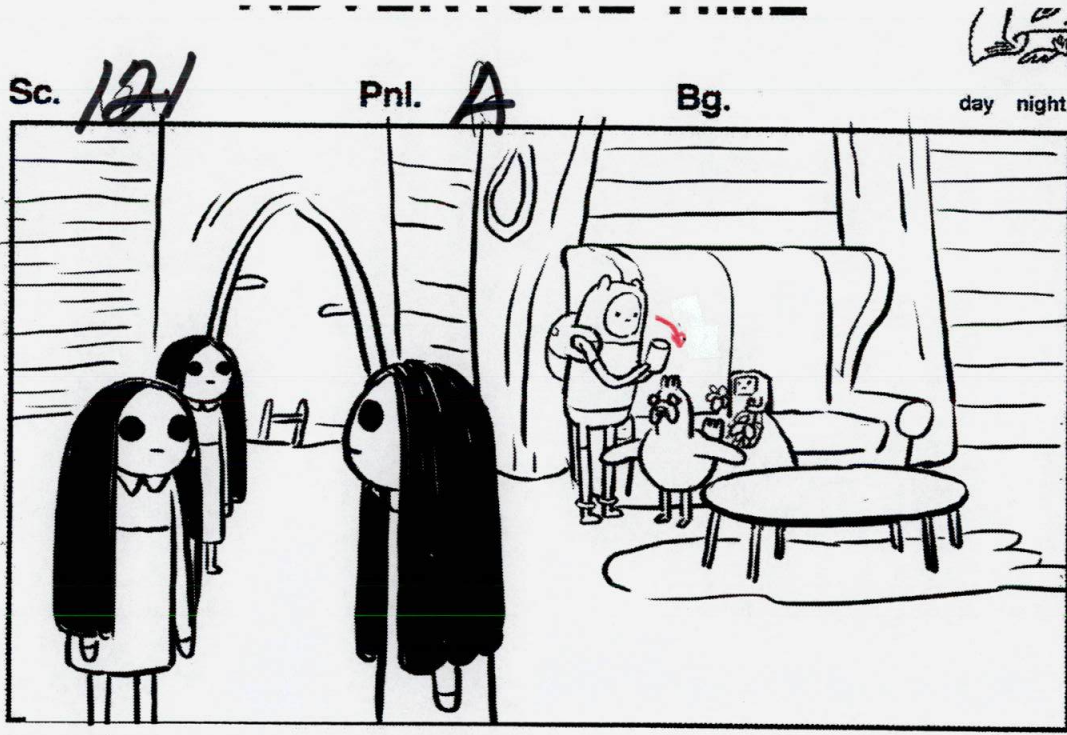
1034/220

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Dialog:

(J) ARE YOU SURE WE NEED THE FEATHERS ?

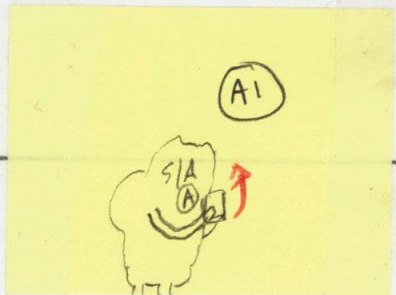
Action:

- F SHAKING JAR OF HONEY
- J AS A CHICKEN
- BMO HOLDING SAW OF FEATHERS / FEATHERS IN HAND - GIRLS STANDING AROUND

Timing:

(AI)

JUL 07 2015



EPISODE # 1034-220

Production:

1034/220



# ADVENTURE TIME

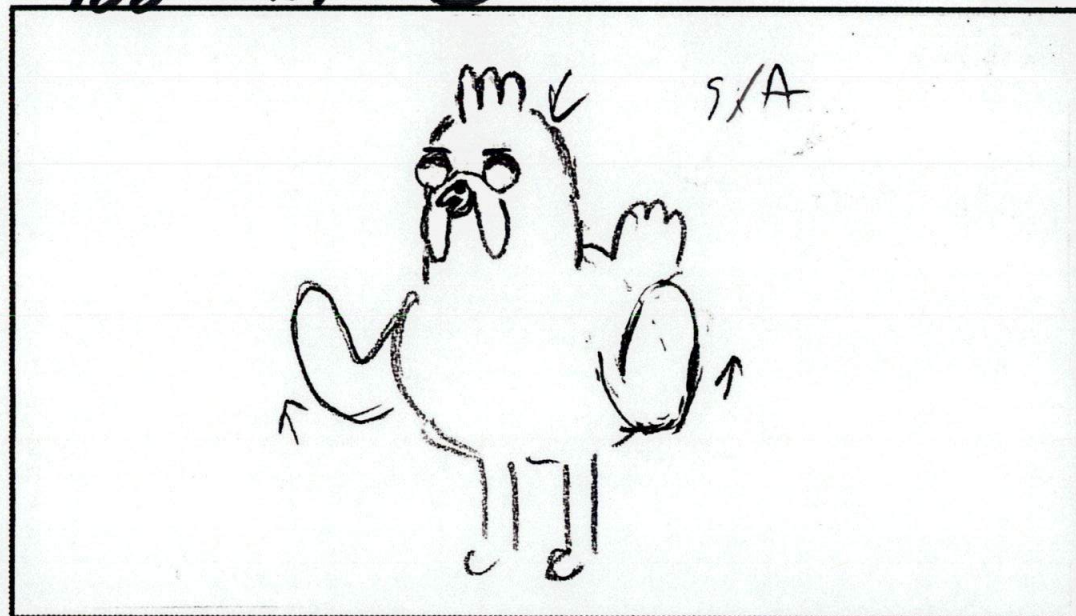


Page **161**

Sc. **122 CONT** Pnl. **B**

Bg.

day night

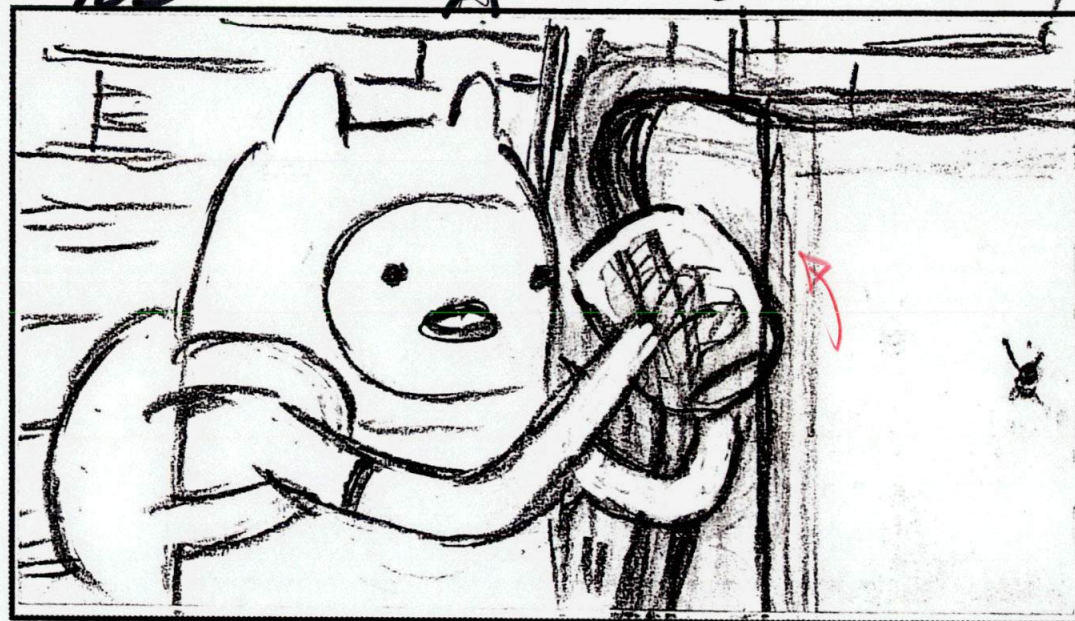


Sc. **123**

Pnl. **A**

Bg.

day night



Dialog:

**(J)** MY CHICKEN'S PRETTY SPOT-ON.

**(F)** WE DON'T WANNA  
TAKE ANY CHANCES, Y'KNOW.

Action:

**JUL 07 2015**

**- FINN SHAKES JAR OF HONEY FAST**

Timing:

EPISODE # **1034-220**

Production:

**1034/220**

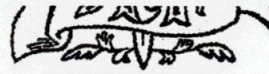


1034/220

Sc. **123 CONT** Pnl. **B**

Bg.

day night



Sc.

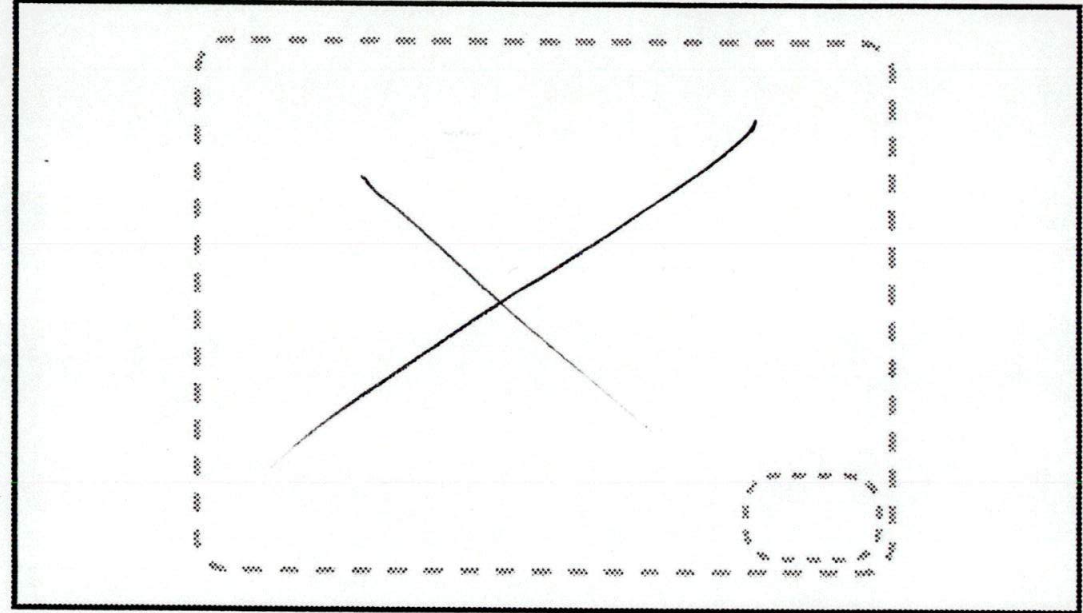
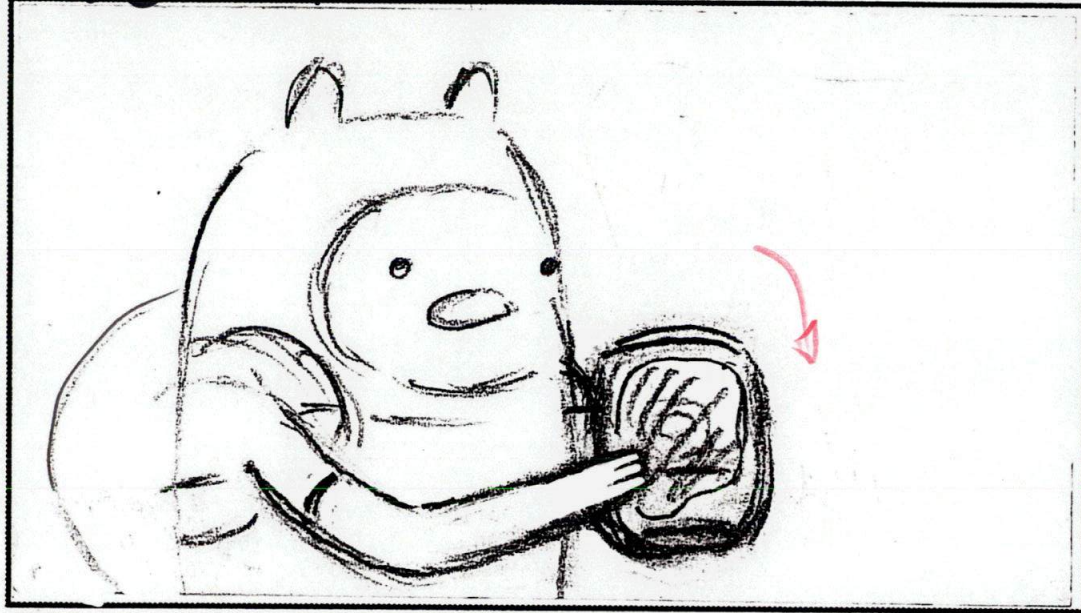
Pnl.

Bg.

Page

**162**

day night



Dialog:

Action:

Timing:

JUL 07 2015

EPISODE # 1034-220

Production:

1034/220

1034/220

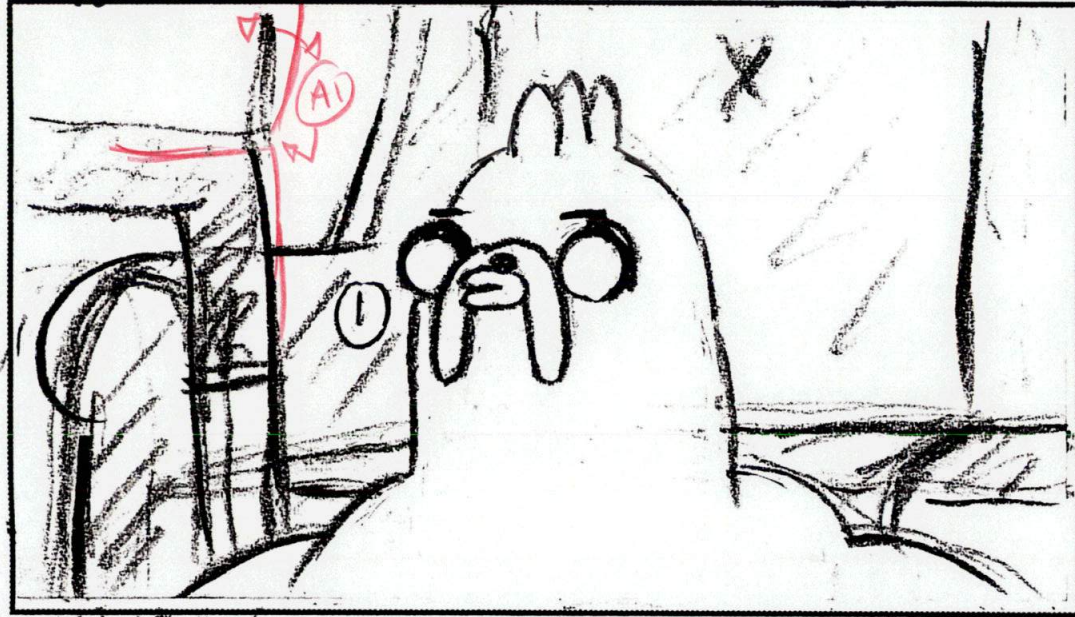


# ADVENTURE TIME

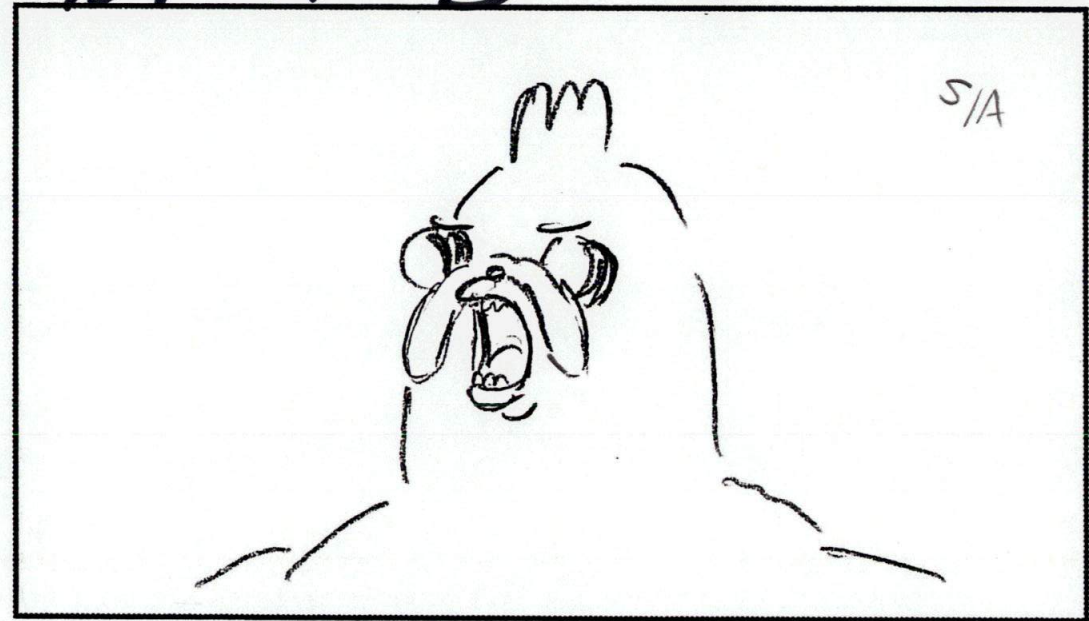


Page **163**

Sc. **124** Pnl. **A** Bg. day night



Sc. **124 cont** Pnl. **B** Bg. day night



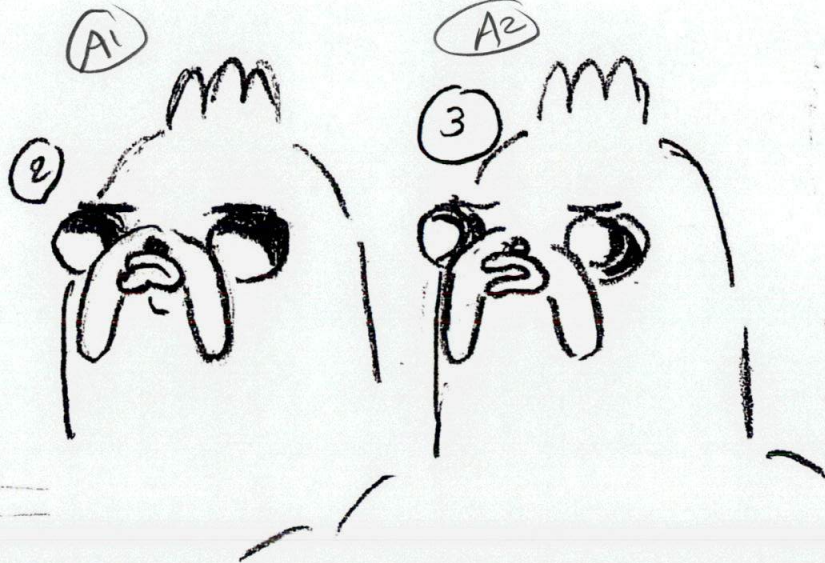
Dialog:

⑦: ② H M M P H ...

⑧ H E Y !

Action:

Timing:



JUL 07 2015

EPISODE # 1034-220

Production:

1034/220

1034/220

1034/220



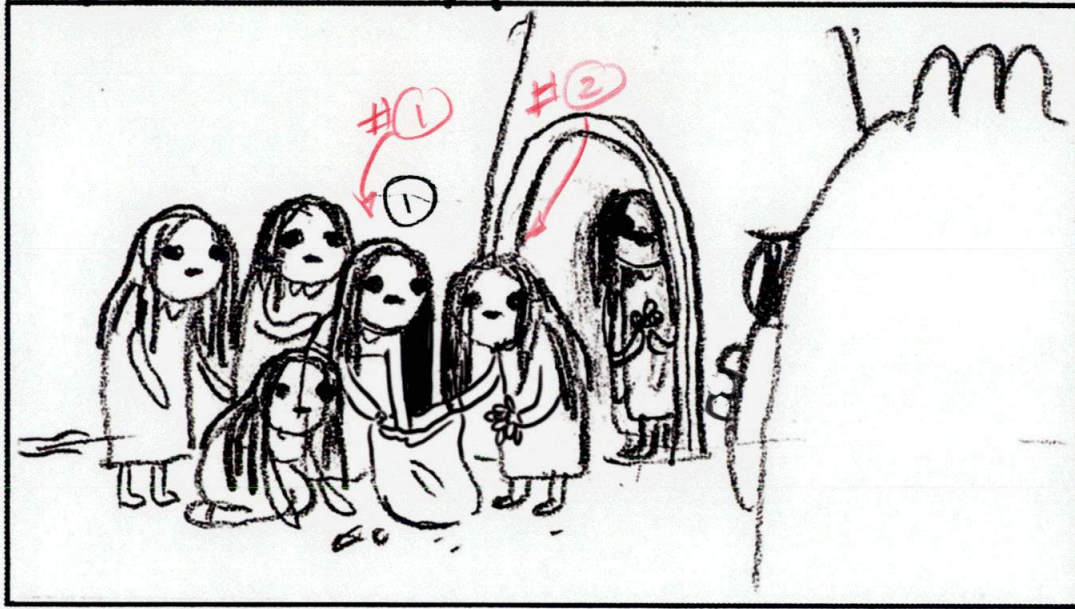
1034/220

Sc. 125

Pnl. A

Bg.

day night



Sc. 126

Pnl. A

Bg.

day night



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EPISODE # 1034-220

1034/220

Dialog:

Action:

Timing:

- GIRLS HAVE OPEN  
PILLOW CASE  
- GIRL THROWS FEATHERS  
WEAKLY



5

BAWWK  
(CHICKEN LIKE?)

big  
ous up



JUL 07 2013

1034/220



# ADVENTURE TIME



Sc. **126 CONT** Pnl. **B**

Bg.

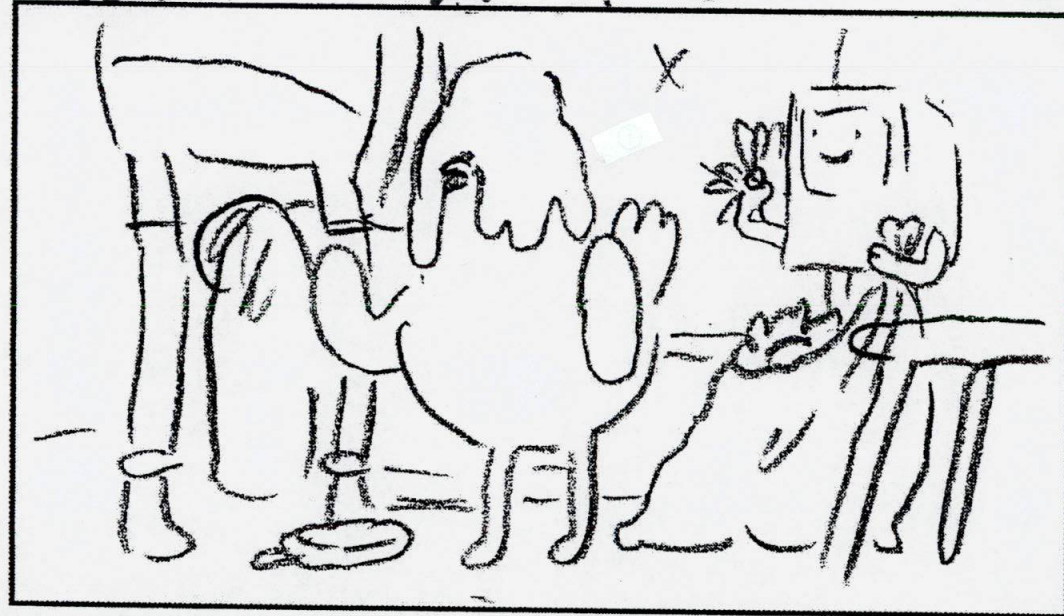
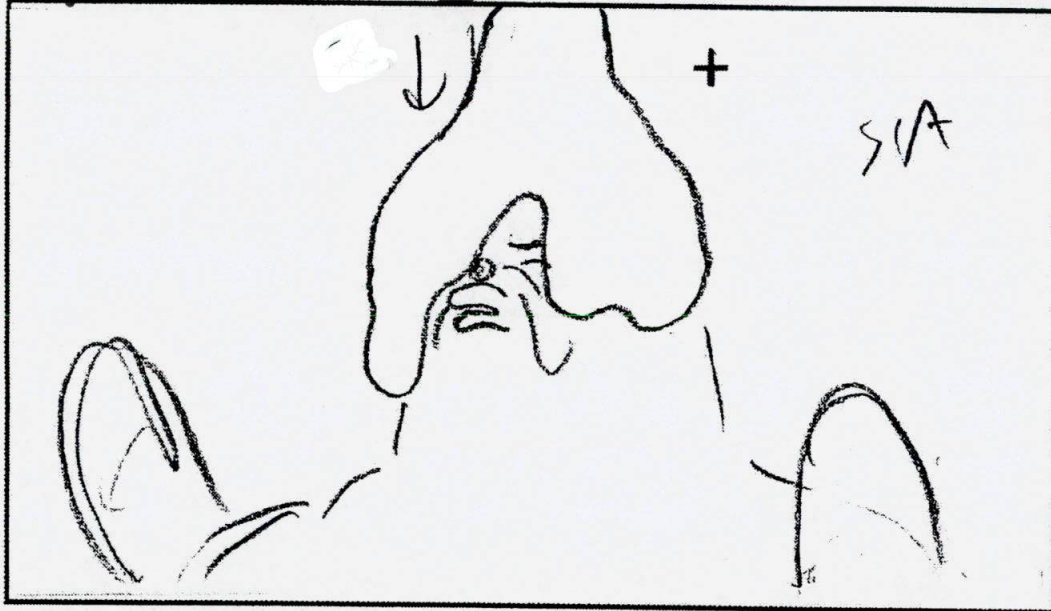
day night

Sc. **127**

Pnl. **A**

Bg.

Page **165**  
day night



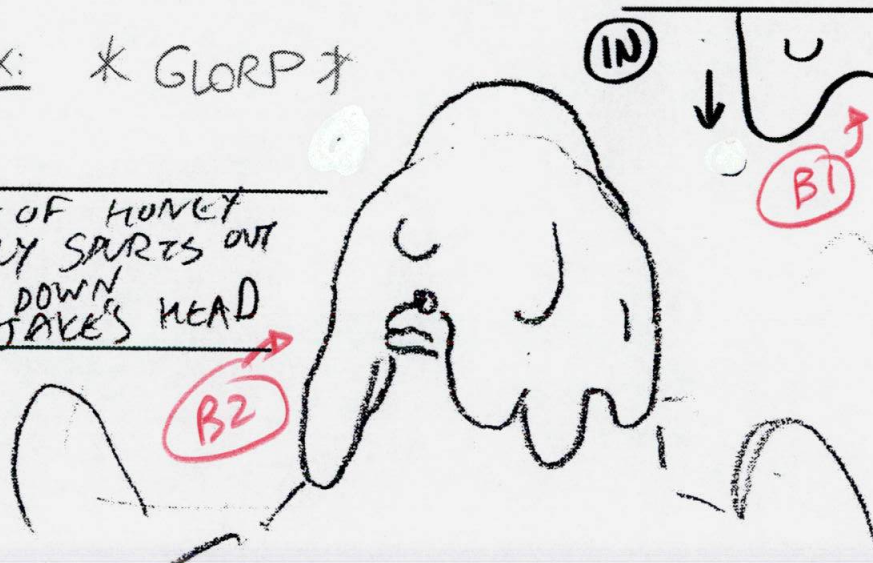
Dialog:

SFX: \* GLORP \*

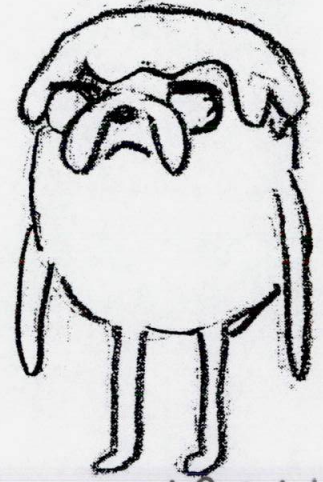
Action:

REST OF HONEY  
SUDDENLY SPURTS OUT  
DRIPS DOWN  
JAKE'S HEAD

Timing:



-J TURNS  
BACK TO  
USUAL FORM



JUL 07 2015  
AT

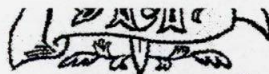
EPISODE # 1034-220

1034/220

1034/220

1034/220





Sc. 127 CONT Pnl. B

Bg.

day night



Sc. 127 CONT Pnl. C

Bg.

day night



Dialog:

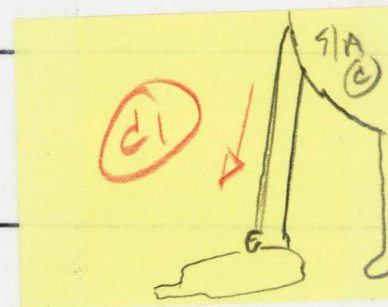
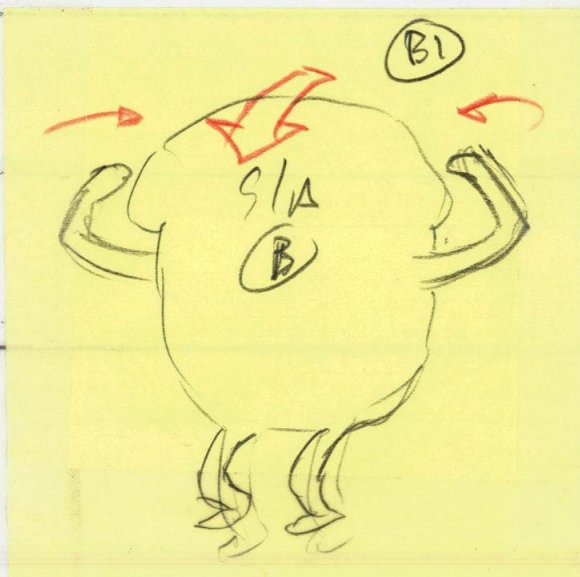
(J) (FAST) ALL OF THIS ADVICE  
IS JUST MADE-UP baloney!

SFX: \* FLOOF! \*

Action:

-BMO HUCKS FEATHERS AT JAKE

Timing:



JUL 07 2015

EPISODE # 1034-220

Production:



# ADVENTURE TIME



Page **167**

Sc. **127 CONT** Pnl. **D**

Bg.

day night



Sc. **127 CONT** Pnl. **E**

Bg.

day night



1034-220  
EPISODE #

Dialog:

① STARCHY ALL YOUR ADVICE  
IS MADE-UP baloney /

Action:

- J GRABS PHONE

- THROWS PHONE AT  
THE GROUND.



Timing:

JUL 07 2015

Production:

1034/220

1034/220

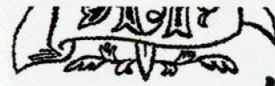
1034/220



1034/220

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ADVENTURE TIME



Sc. 128

Pnl. A

Bg.

day night



Sc. 129

Pnl. A

Bg.

day night



Dialog:

S: aww

(F) WELL WHAT ARE WE SUPPOSED TO DO, JUST --

Action:

(INSERT)  
STARING SAD

Timing:

JUL 07 2015

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EPISODE # 1034-220

Production:

1034/220

1034/220



# ADVENTURE TIME



Sc. **129 cont** Pnl. **B**

Bg.

day night

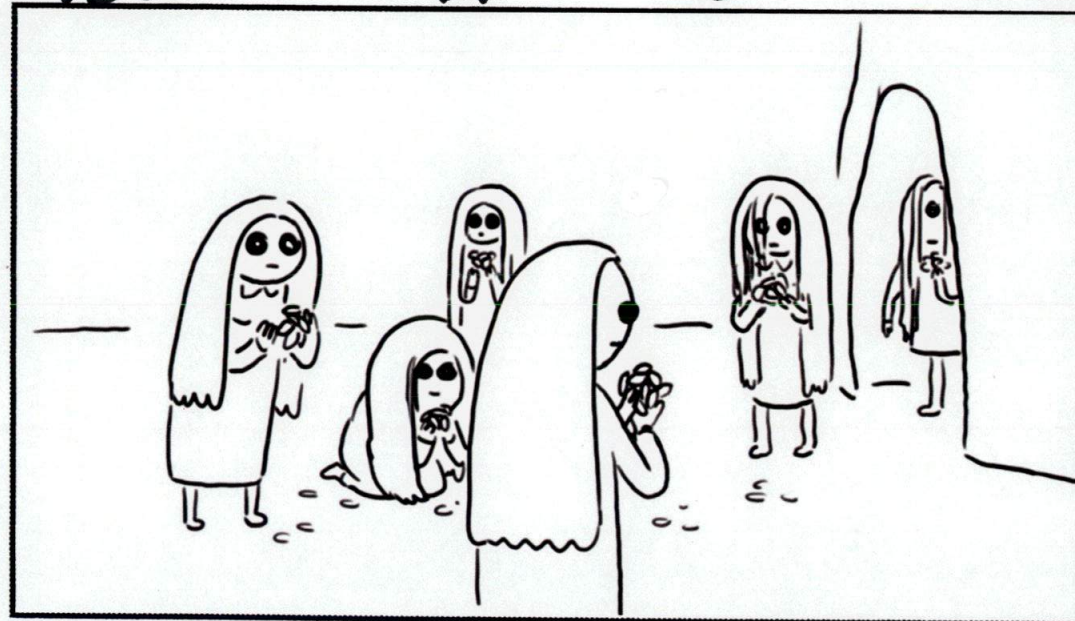


Sc. **130**

Pnl. **A**

Bg.

day night



Page **169**

1034-220

EPISODE #

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Dialog:

**(F)** LIVE WITH THIS?

Action:

Timing:

**(AI)**

JUL 07 2015



GIRLS PLAYING W/ FEATHERS  
CREEPY, THROWING FEATHERS  
IN UNISON.

Production:

1034/220

1034/220



# ADVENTURE TIME



Page **170**

Sc. **131**

Pnl. **A**

Bg.

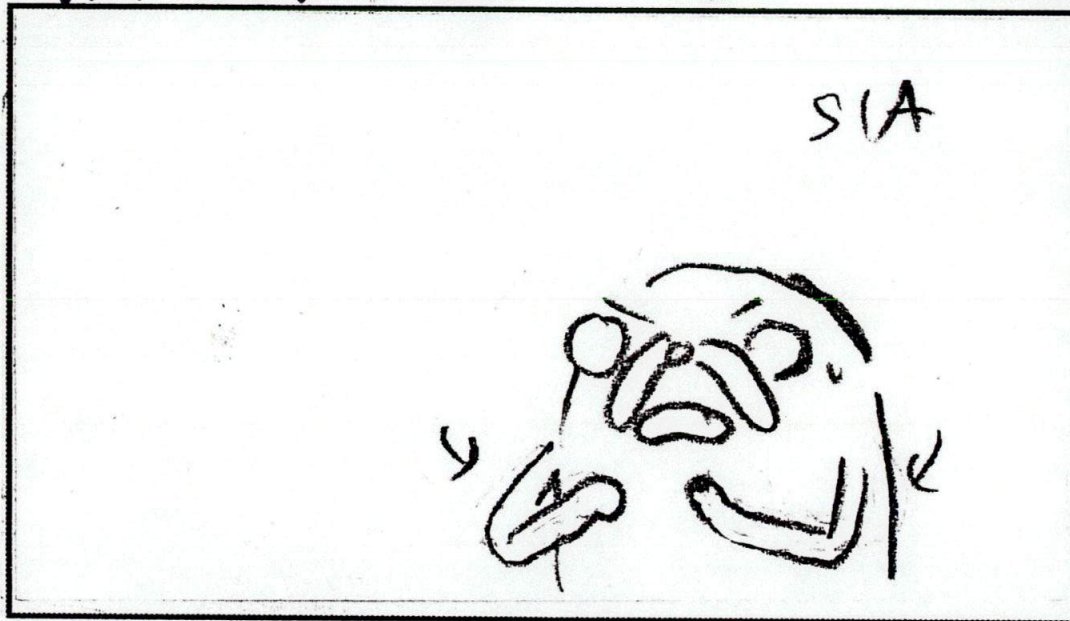
day night



Sc. **131 cont** Pnl. **B**

Bg.

day night



Dialog:

**(J)**:  
NO 'MORE RELYING  
ON HEARSAY.

**(J)** WE'RE GONNA TAKE IT  
TO THE

Action:

Timing:



JUL 07 2015

EPISODE # 1034-220

Production:

1034/220

1034/220

1034/220

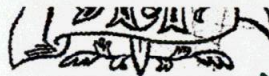


1034/220

Sc. 131 CONT Pnl. C

Bg.

day night

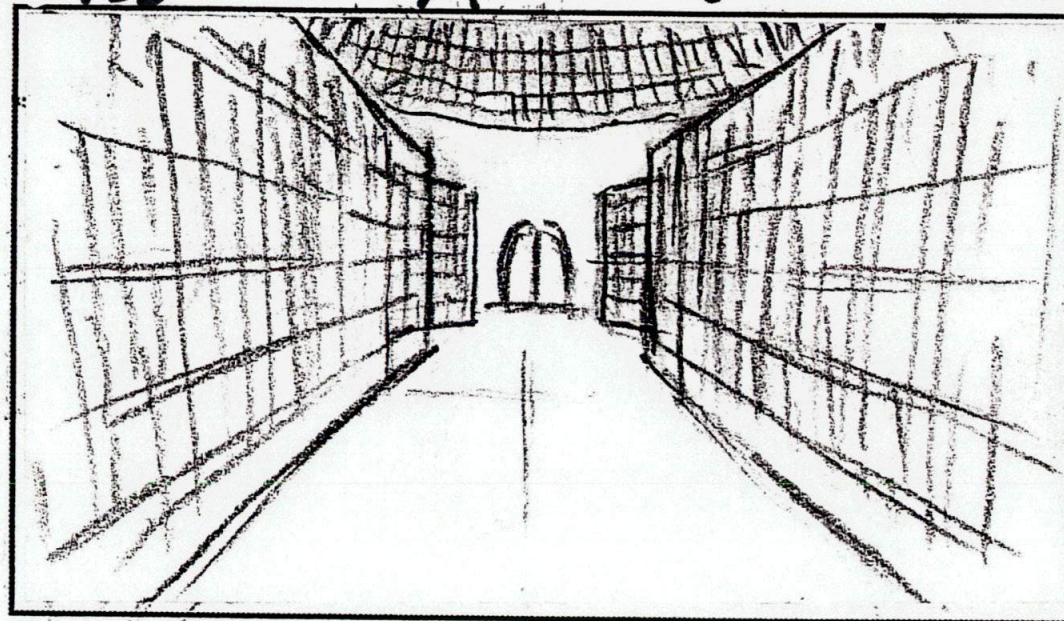
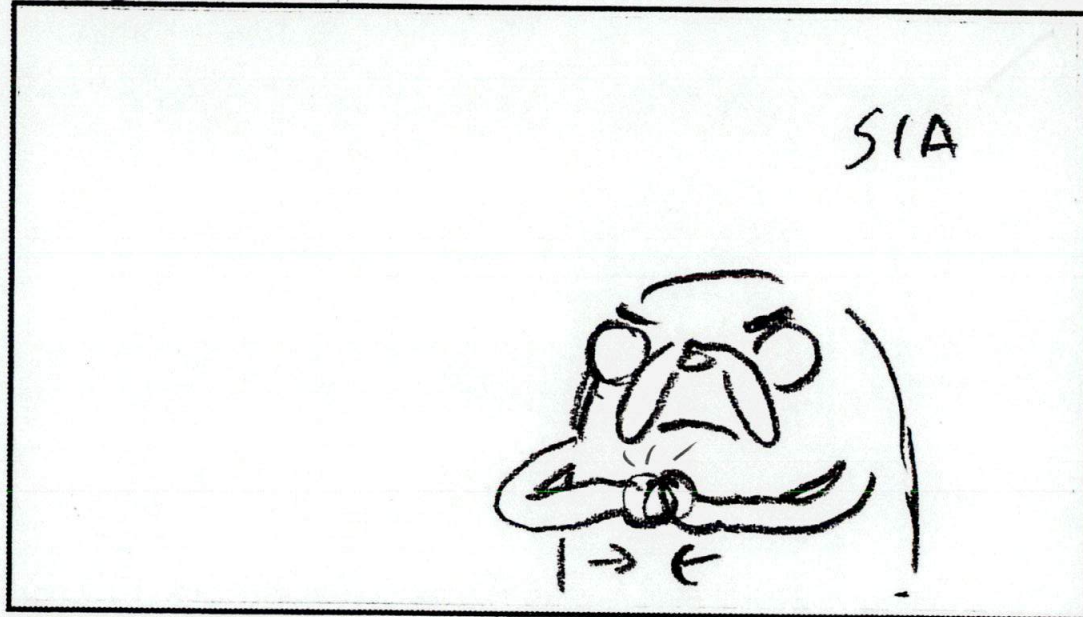


Sc. 132

Pnl A

Bg.

Page 171  
day night



Dialog:

(SFX: \* WHAP \* )  
—— SOURCE!

SFX: \* DOOR KNOB JIGGLING \*

Action:

- J PUNCHES HIS PALM

- INT. DARKENED LIBRARY

Timing:

JUL 07 2015

EPISODE # 1034-220

Production:

1034/220

1034/220



# ADVENTURE TIME



Sc. 133

Pnl. A

Bg.

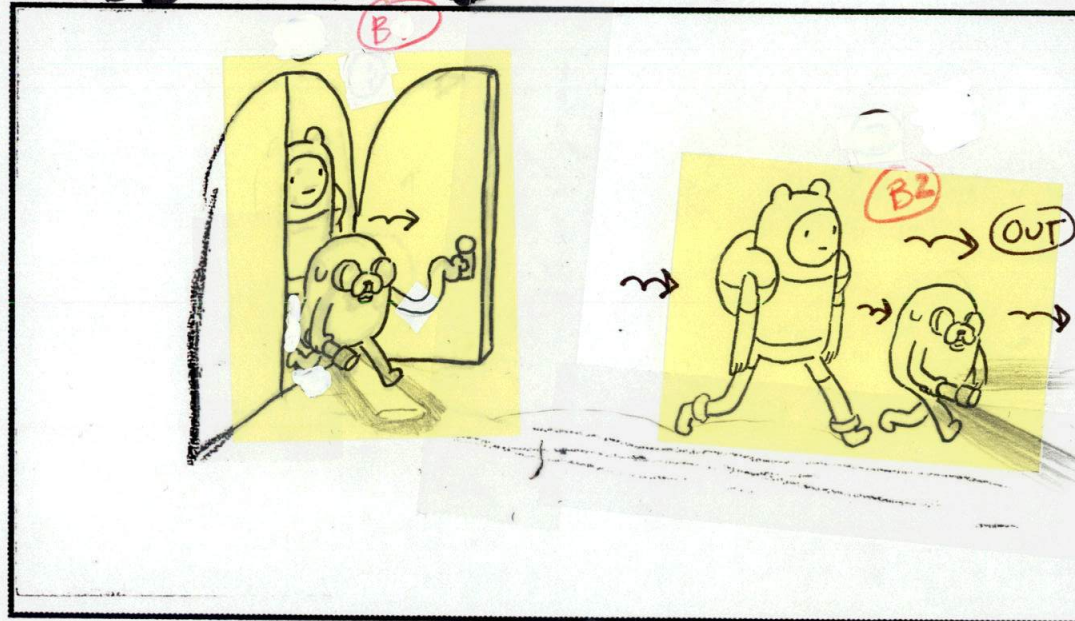
day night



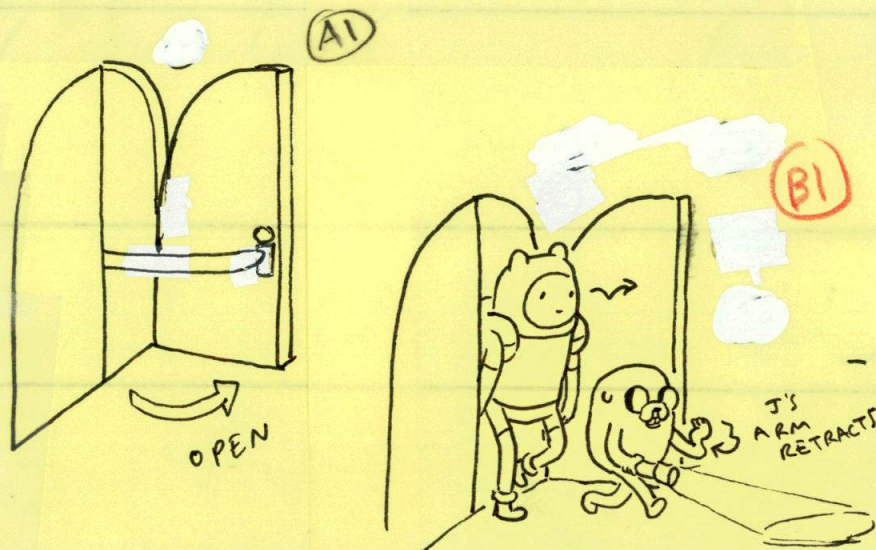
Sc. 133 cont Pnl. B

Bg.

Page 172  
day night



Dialog:



⊕ THE SECONDARY SOURCE.

J RETRACTS LOCK  
PICK HAND  
- F+J WALK INSIDE, OUT OF FRAME

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1034/220

1034/220

1034/220

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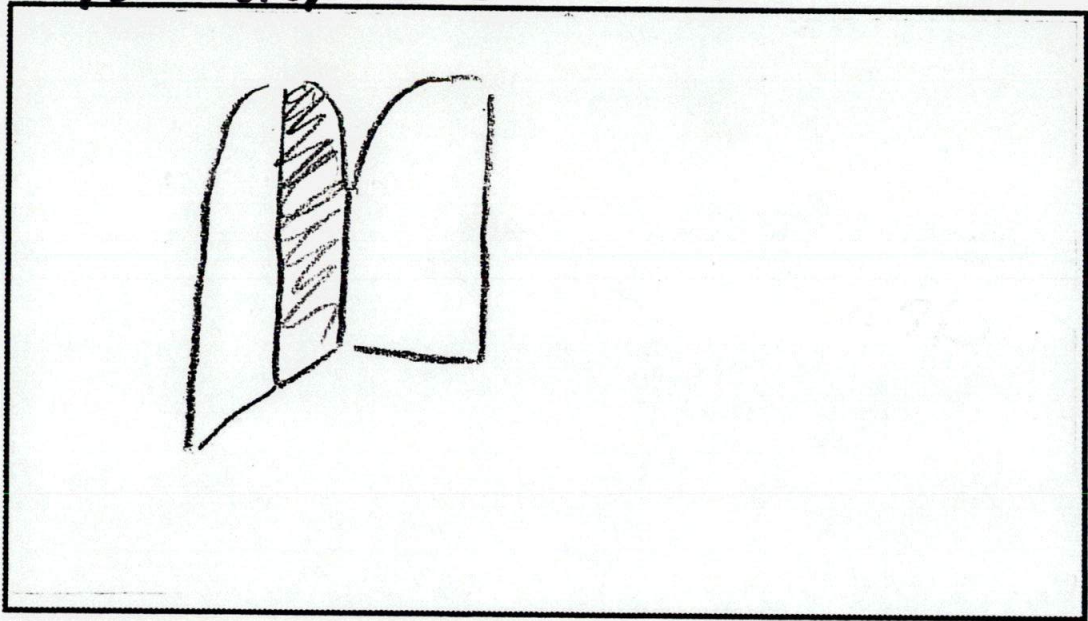
1034/220

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Sc. 133 CONT Pnl. C

Bg.

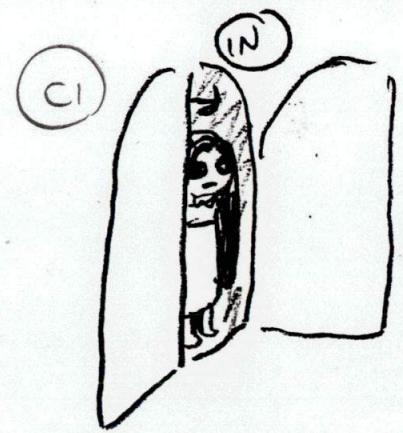
day night



Dialog:

Action: - GIRL STEPS INTO VIEW OUTSIDE DOOR

Timing:

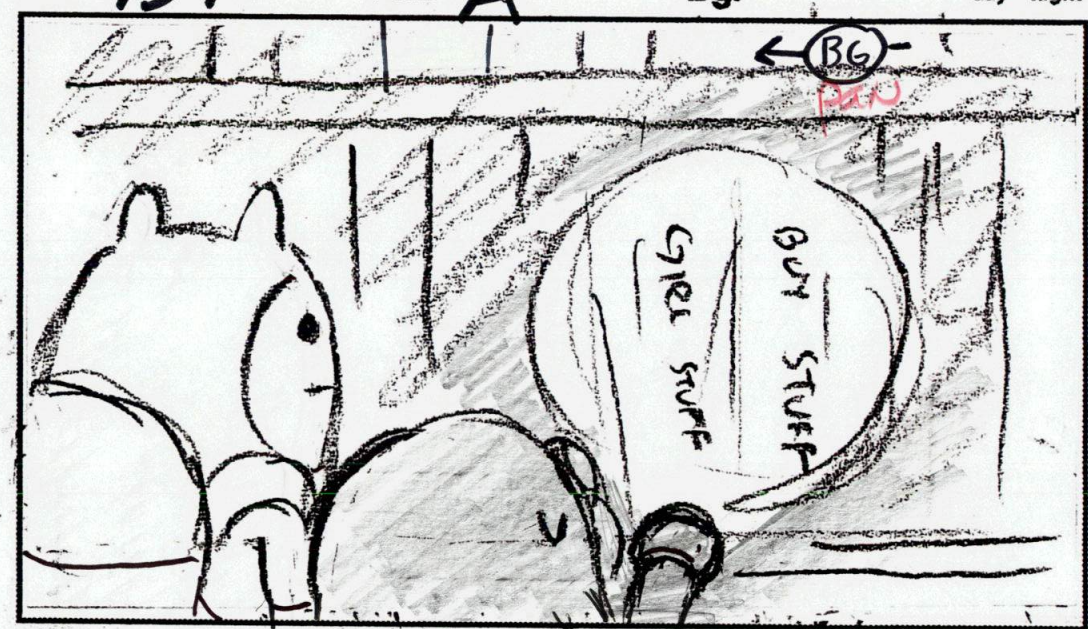


Sc. 134

Pnl. A

Bg.

Page 173 day night



(READING TITLES)

Ⓣ: GIRL STUFF, BOY STUFF ...

- F+J WHISKING

- ADJ W/ F+J.

JUL 07 2015

EPISODE # 1034-220

Production:

1034/220

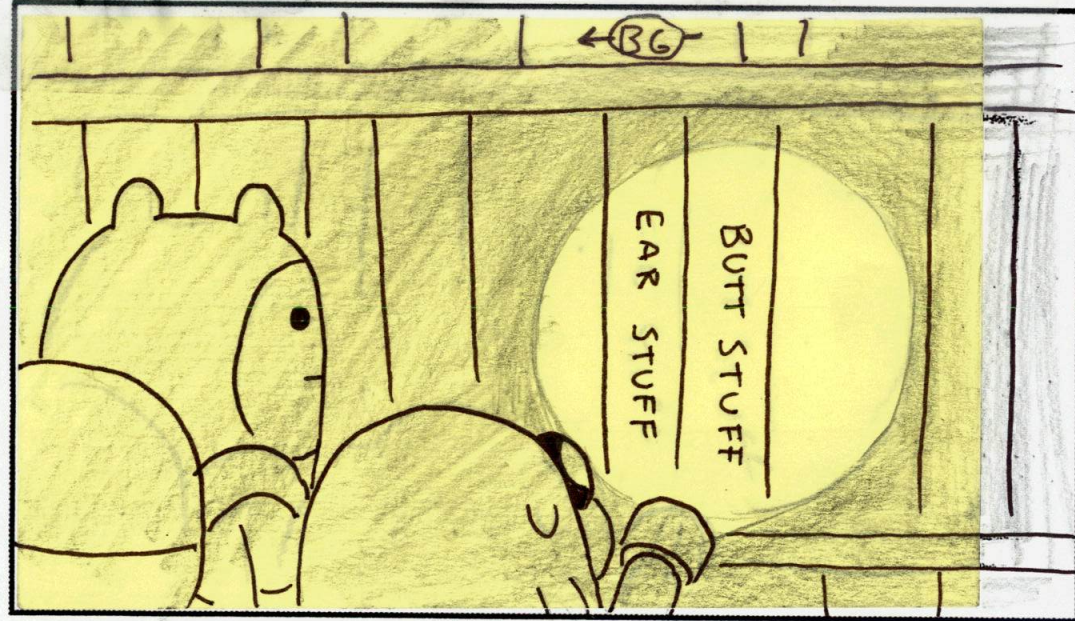
1034/220



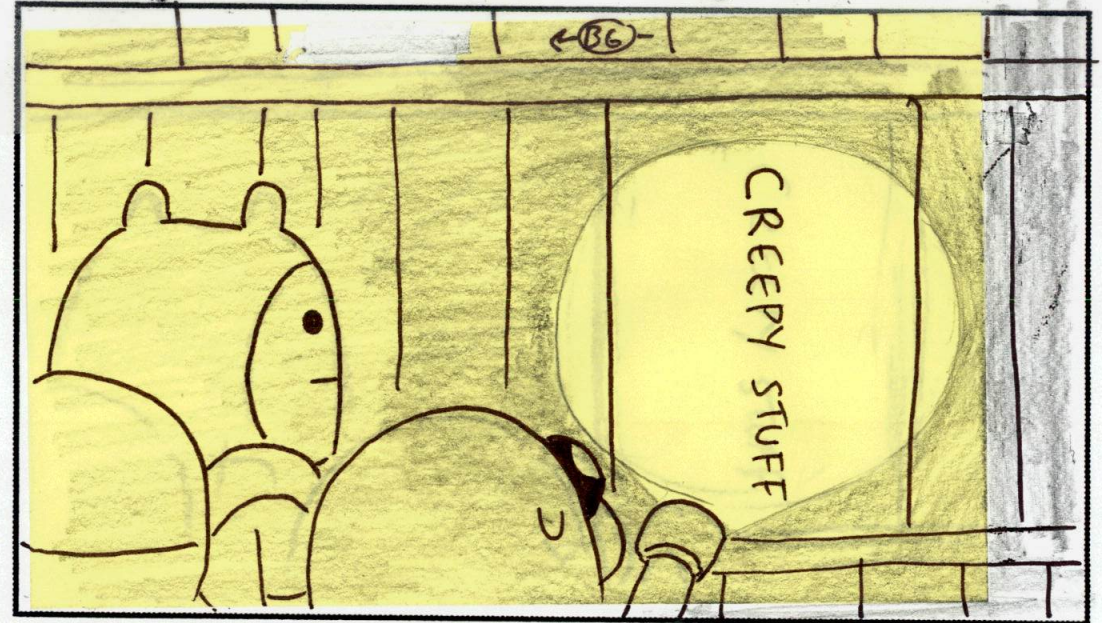
# ADVENTURE TIME



Sc. 134 CONT Pnl. B Bg. day night



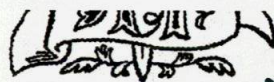
Sc. 134 CONT Pnl. C Bg. day night



Dialog:	<p>⑦ EAR STUFF... BUTT STUFF...</p>	<p>⑧ HEY! CREEPY STUFF, — HUGE BOOK</p>
Action:		
Timing:		

JUL 07 2015

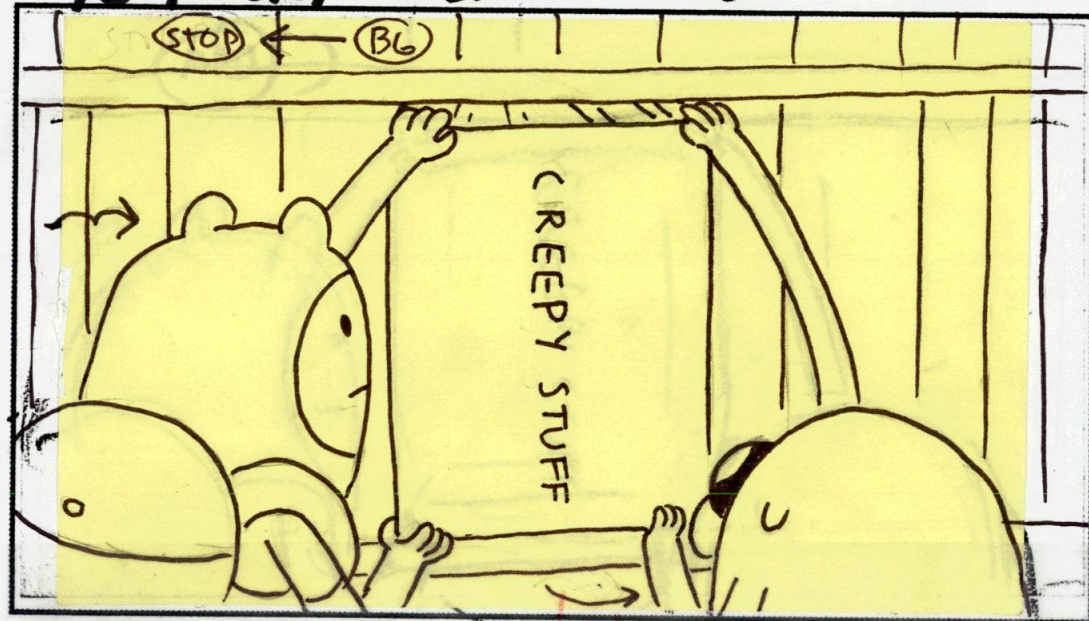




Sc. 134 cont Pnl. D

Bg.

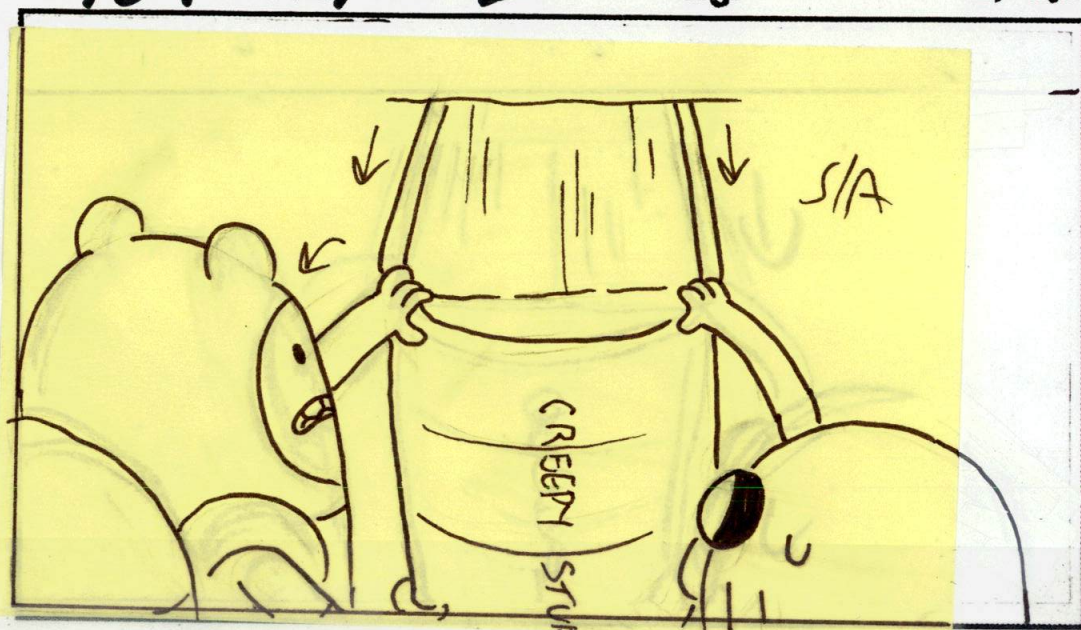
day night



Sc. 134 cont Pnl. E

Bg.

day night



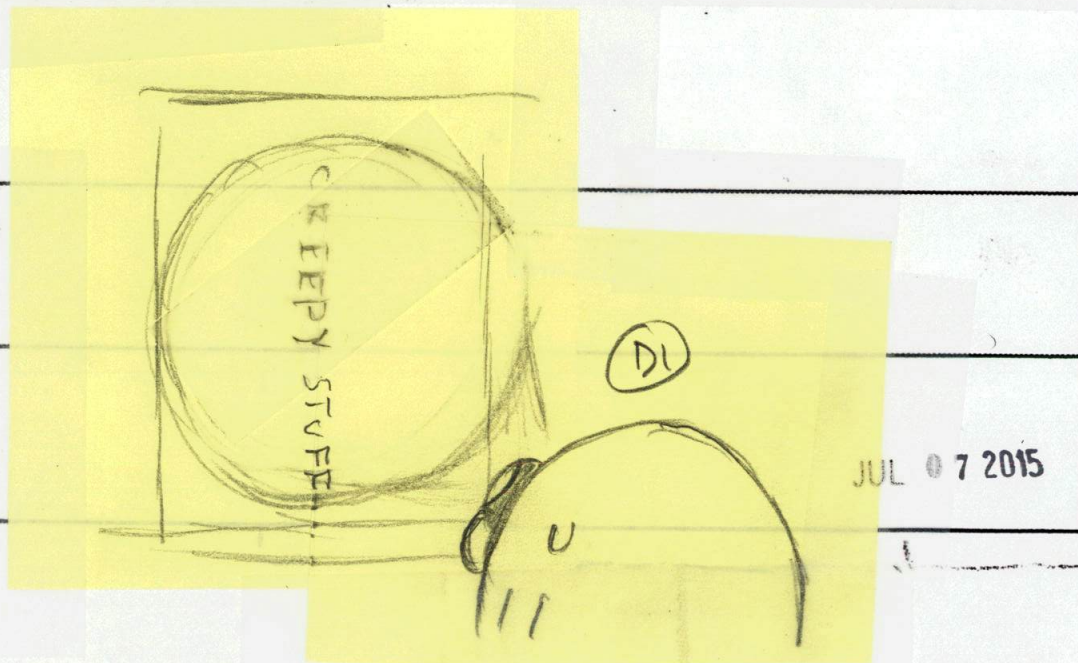
Dialog:

(F+J) HURRRR ~~~~ →

Action:

- F+J LIFT BOOK OFF SHELF W/ EFFORT

Timing:



JUL 07 2015

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EPISODE # 1034-220

Production:

1034/220

1034/220



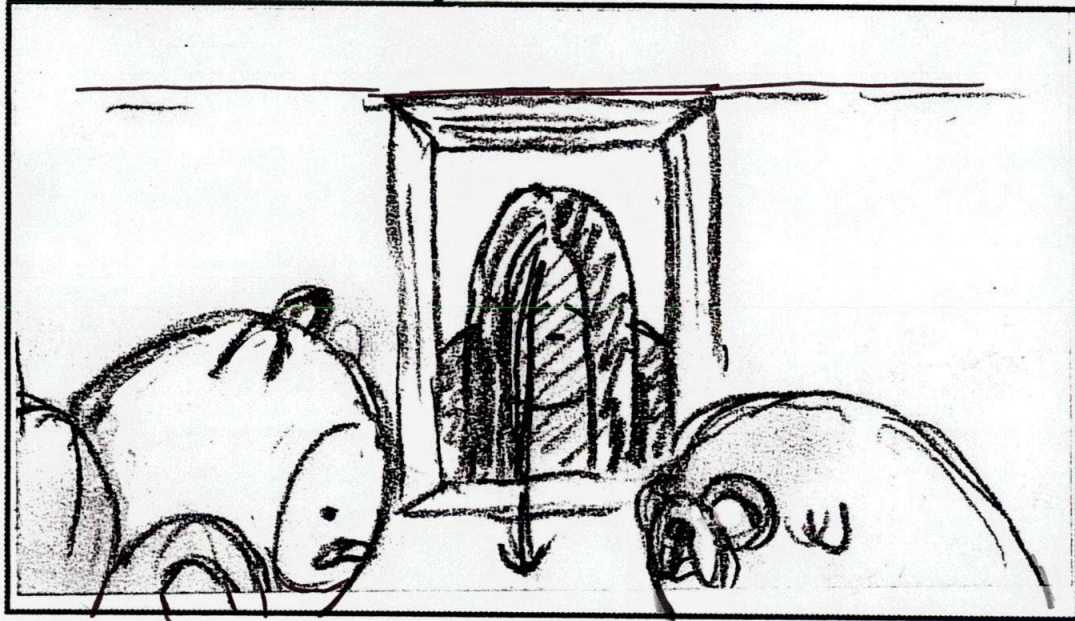
# ADVENTURE TIME



Sc. **134 CONT** Pnl. **F**

Bg.

day night



Sc. **135**

Pnl. **A**

Bg.

day night



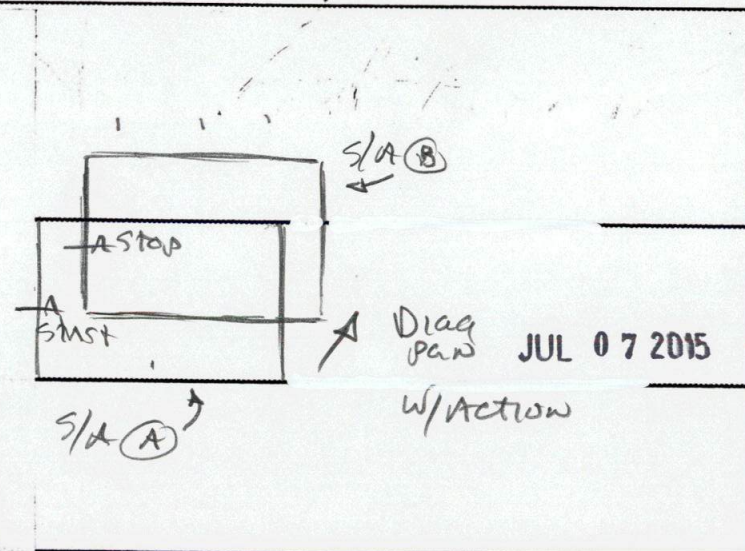
Dialog:

⑤ GOT IT.

Action:

- SPACE IN SHELF  
REVEALS TURTLE  
PRINCESS.

Timing:



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EPISODE # 1034-220

Production:

1034/220

1034/220

1034/220

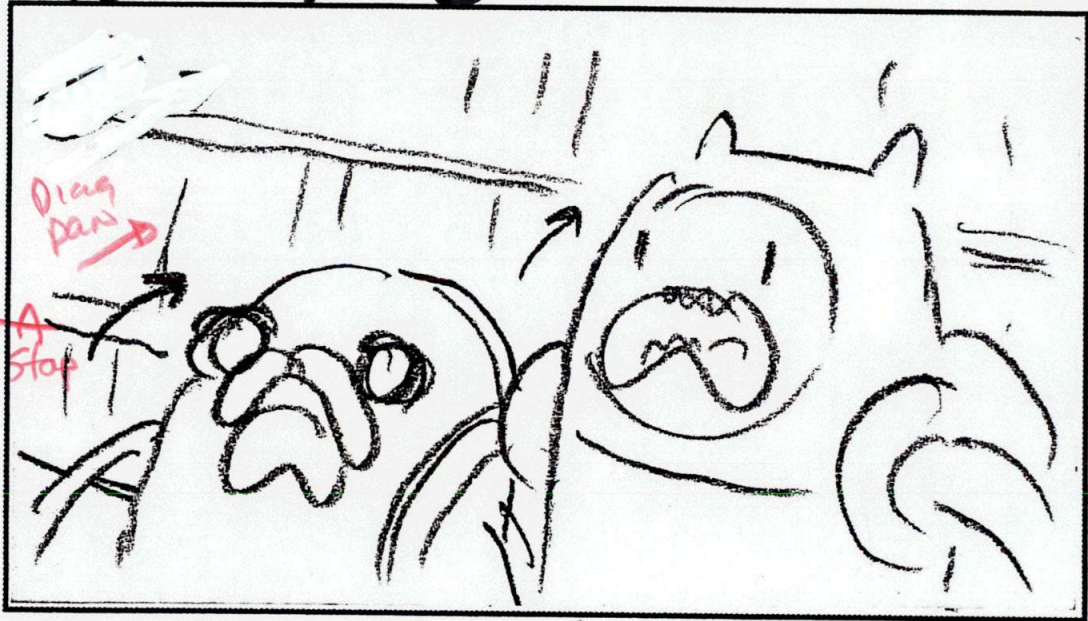


1034/220

Sc. **135 cont** Pnl. **B**

Bg.

day night



Sc. **136**

Pnl. **A**

Bg.

Page **177**  
day night



Dialog:

**(F)(J) : AAAAHHH**

Action:

**- DROP BOOK**

Timing:

**diag pan w/w action**

**(TP) SHHHHH**

**- TP w/ BURLIC WNR**

**(A1)**



JUL 07 2015

EPISODE # **1034-220**

1034/220

1034/220



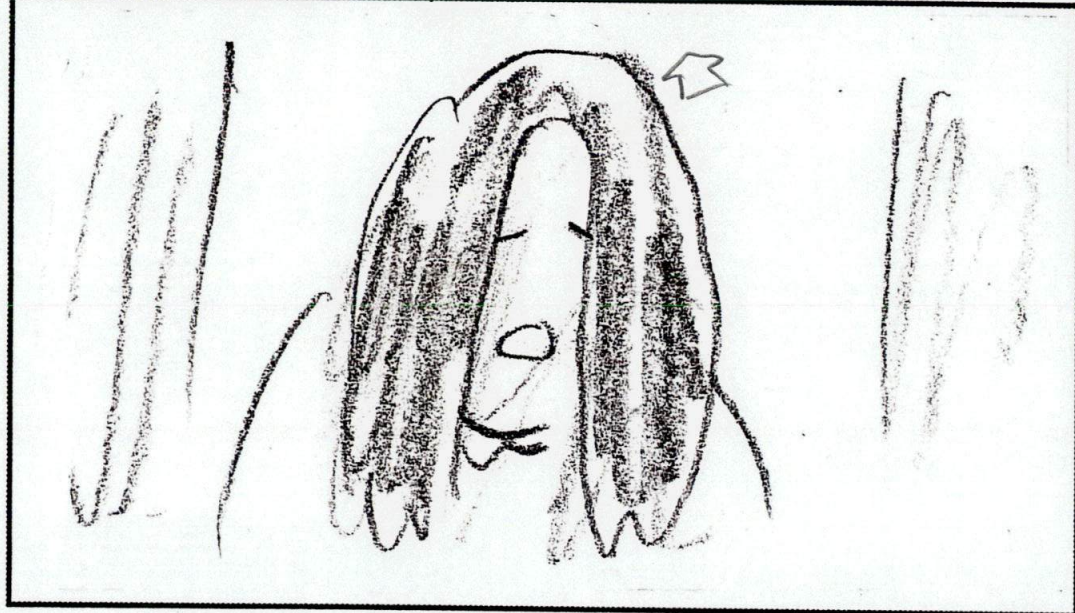
# ADVENTURE TIME



Sc. **136 CONT** Pnl. **B**

Bg.

day night

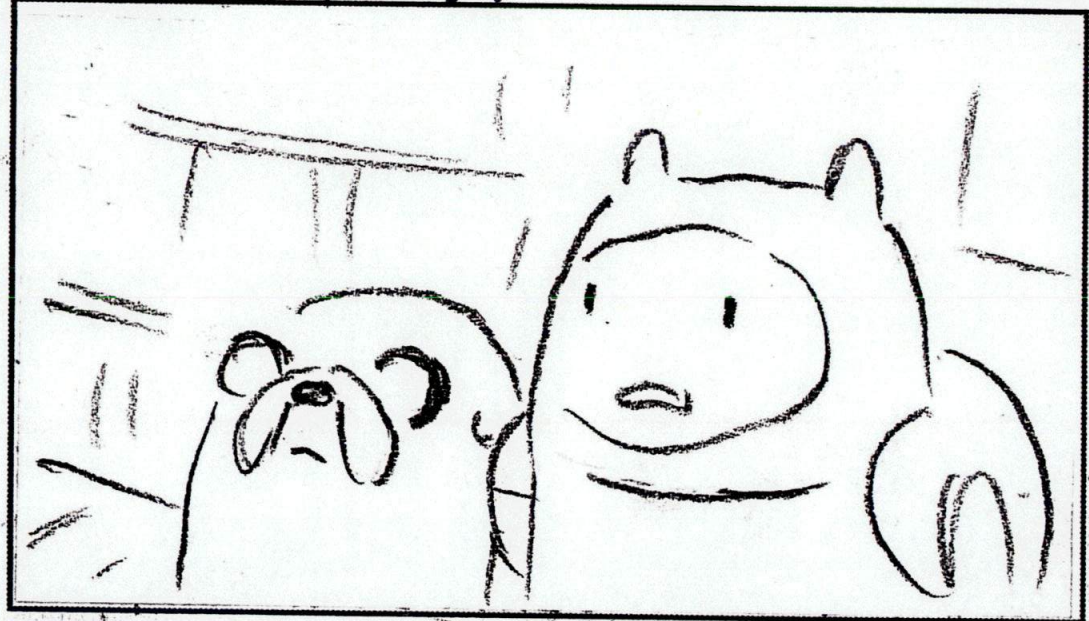


Sc. **137**

Pnl. **A**

Bg.

day night



Page **178**

Dialog:

**(TP)** LIBRARY'S CLOSED

**(F)** TURTLE PRINCESS!  
DID YOU... DYE YOUR HAIR?

Action:

Timing:

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EPISODE # 1034-220

Production:

1034/220

1034/220

1034/220

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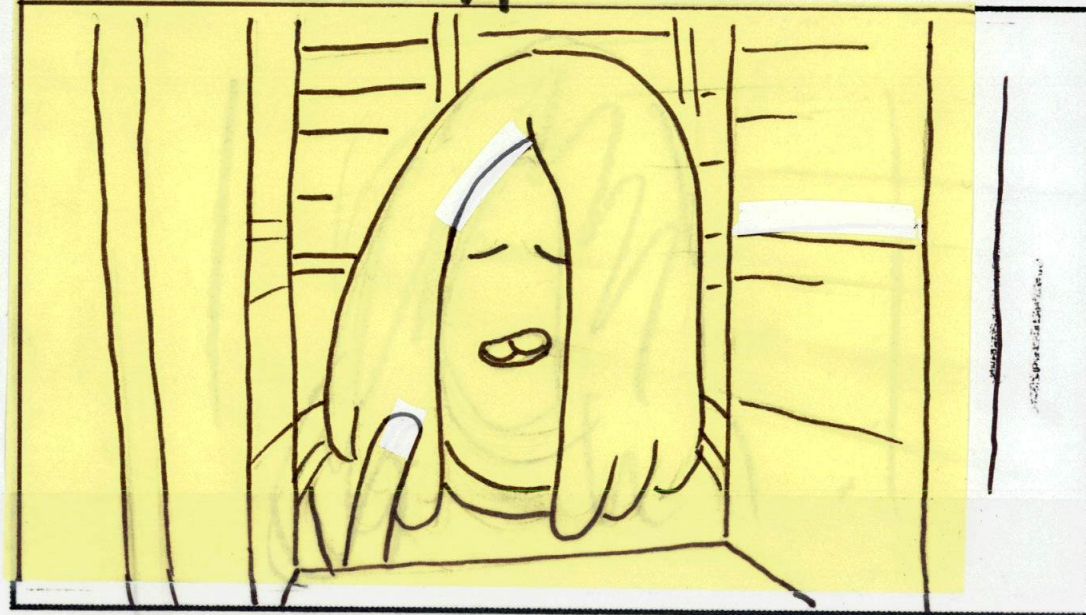
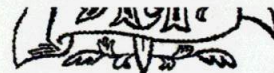


Sc. 138

Pnl. A

Bg.

day night

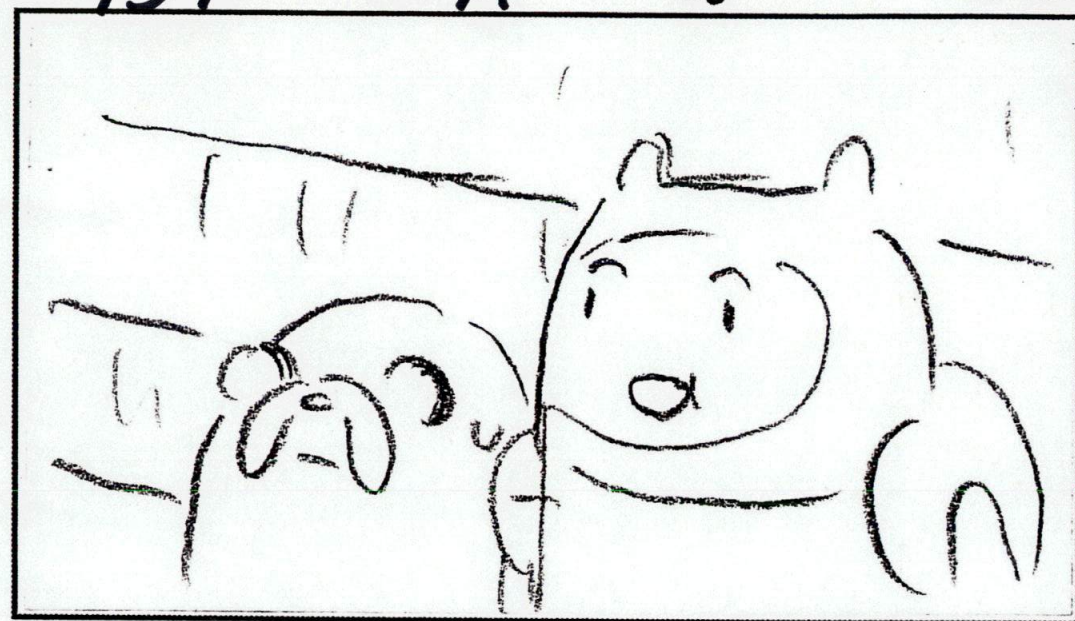


Sc. 139

Pnl. A

Bg.

Page 179  
day night

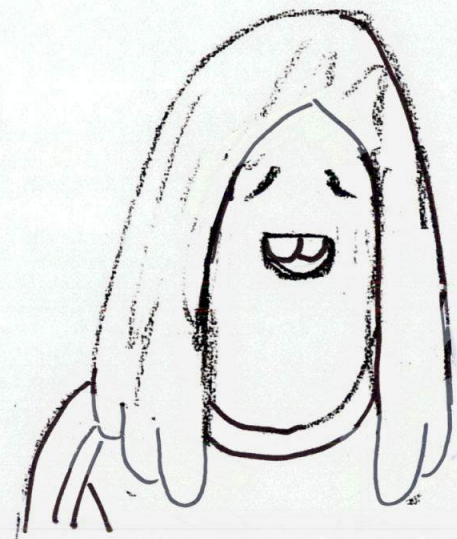


Dialog:

(TP) oh yeah -- I did.  
(AI) DO YOU LIKE IT?

Action:

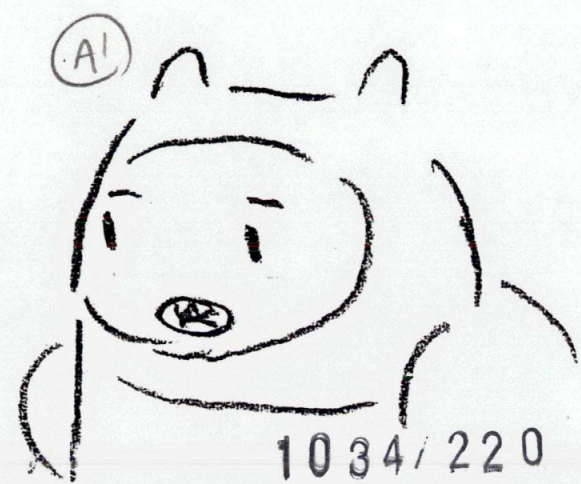
Timing:



(AI)

(F) YEAH,,, HOTNESS!

Say Do you know ANY—



(AI)

JUL 07 2015

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EPISODE # 034-220

1034/220



# ADVENTURE TIME



Sc. 139 cont Pnl. B

Bg.

day night

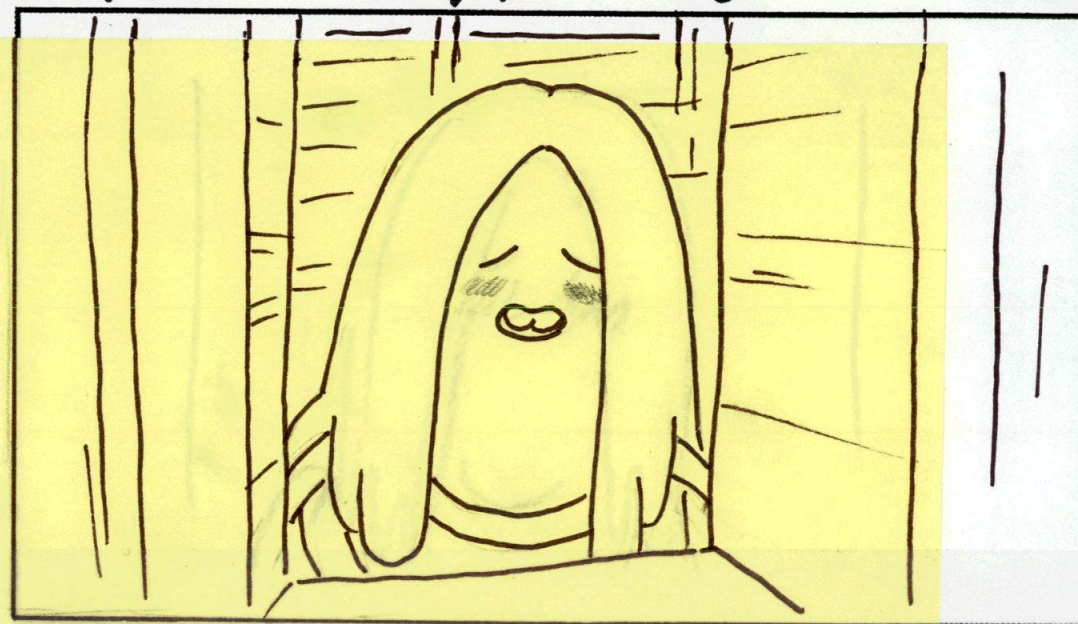


Sc. 140

Pnl. A

Bg.

day night



Page 180

Dialog:

(F) — thing  
ABOUT CREEPY BLANK-EYED GIRLS?

Action:

(TP) NO. BUT I CAN  
FIND OUT  
(TP FLUSHED FACE)  
— REACHES INTO POCKET

Timing:

JUL 07 2015

EPISODE # 1034-220

Production:

1034/220

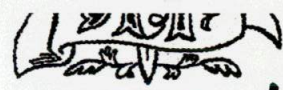
1034/220



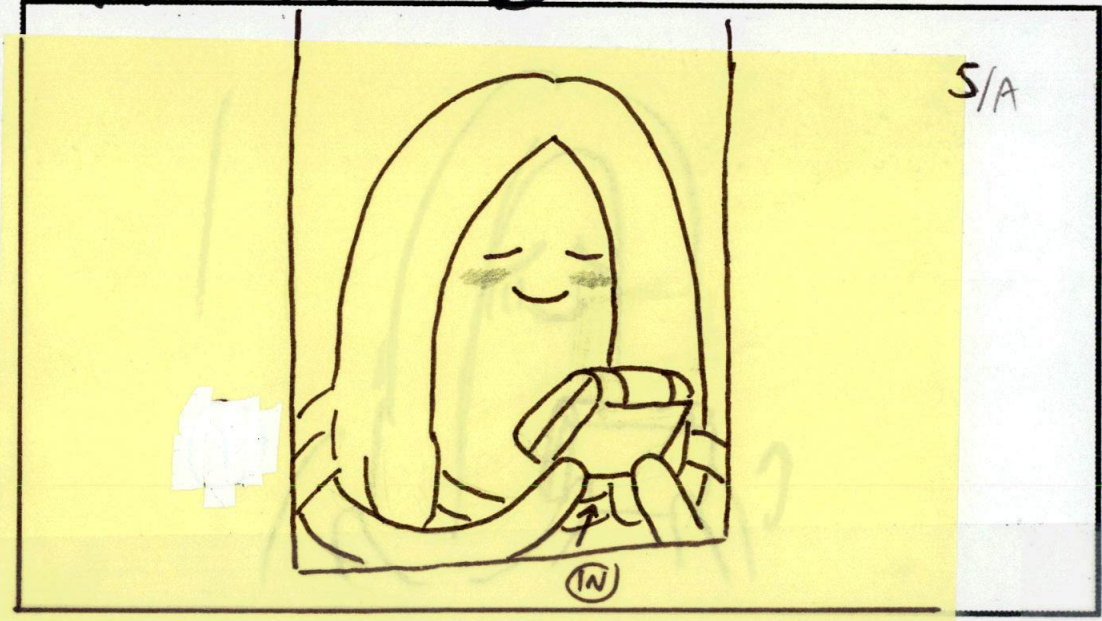
1034/220

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ADVENTURE TIME



Sc. 140 CONT Pnl. B Bg. day night



Sc. 140 CONT Pnl. C Bg. day night

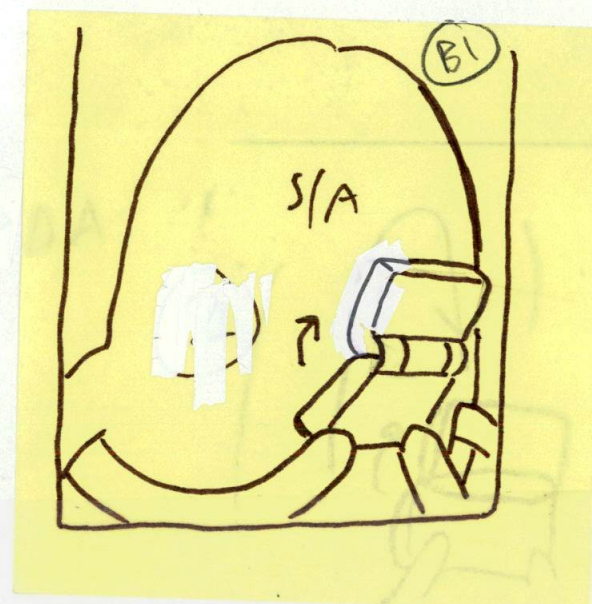


Dialog:

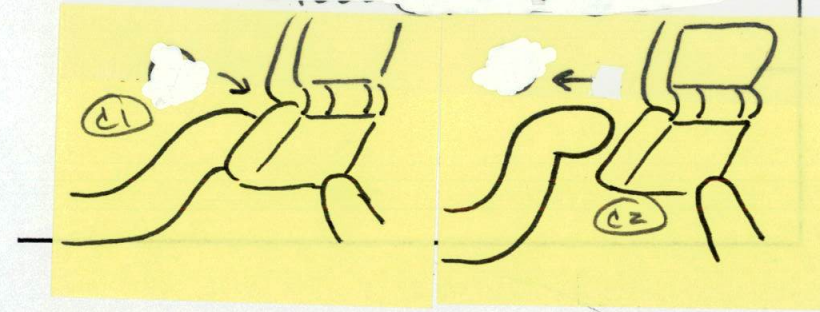
Action:

Timing:

- PULLS OUT  
BOOK SHAPED  
PDA



SFX: TAK TAK TAK  
(TP) (MUMALS) CREEPY... BLANK...  
TP TYPES ON DEVICE



JUN. 07 2015

Page 181 day night

EPISODE # 1034-220

Production:

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# ADVENTURE TIME

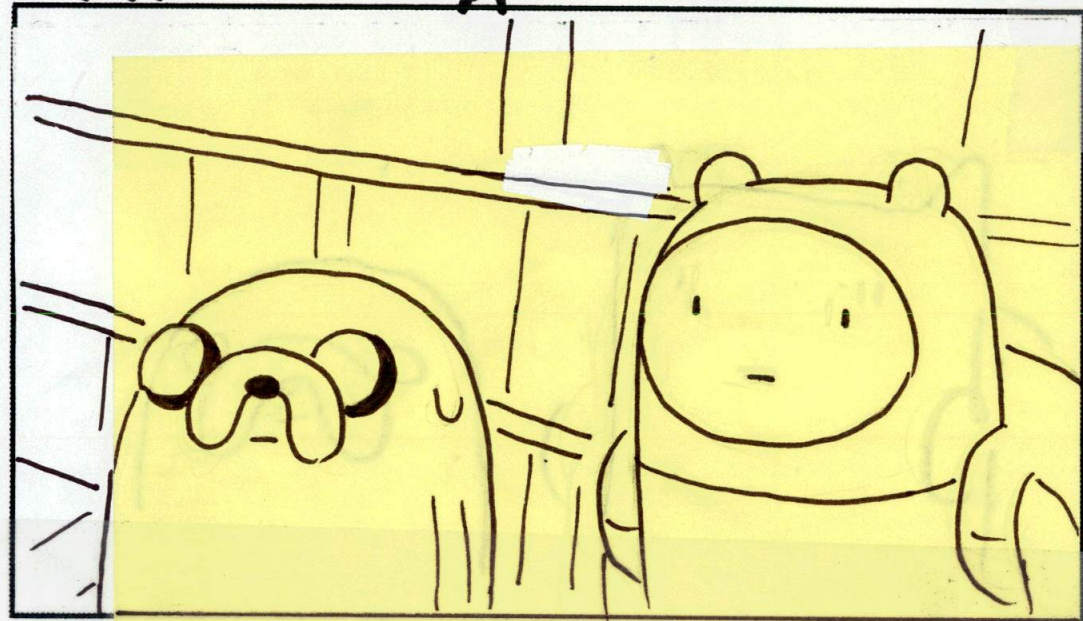


Sc. 141

Pnl. A

Bg.

day night

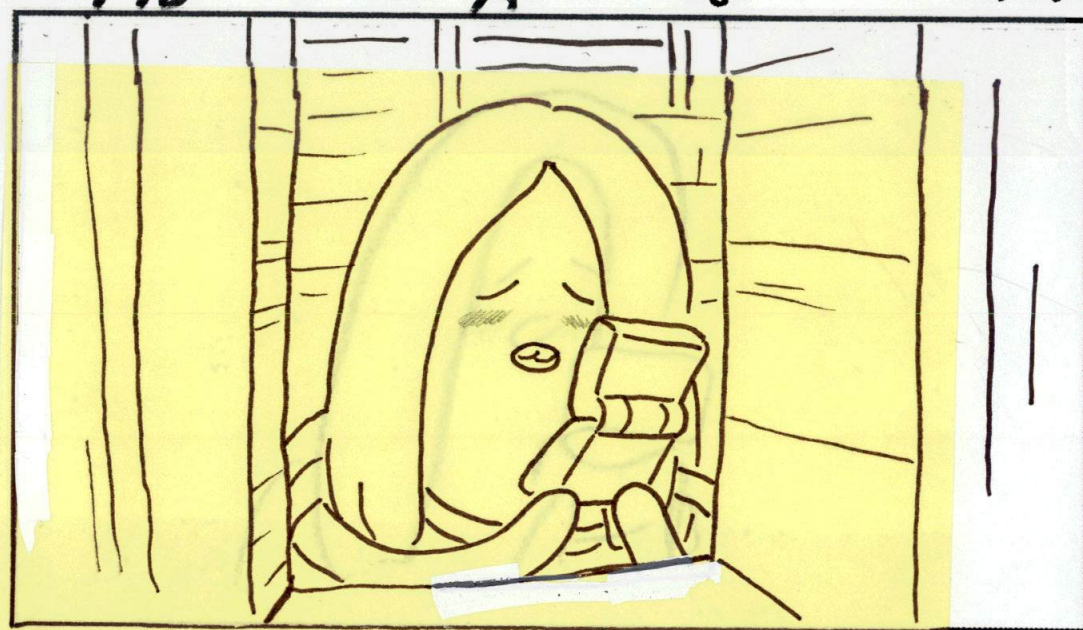


Sc. 142

Pnl. A

Bg.

day night



Dialog:

(TP) (OFF) ... EYED ... GIRLS ... OH!

SFX : \* TAK - TAK - TAK \*

(TP) SAYS HERE THEY'RE AN URBAN LEGEND THAT FIRST APPEARED 5 YEARS AGO...

Action:

Timing:

JUL 07 2015

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EPISODE # 1034-220

Production:

1034/220

1034/220

1034/220



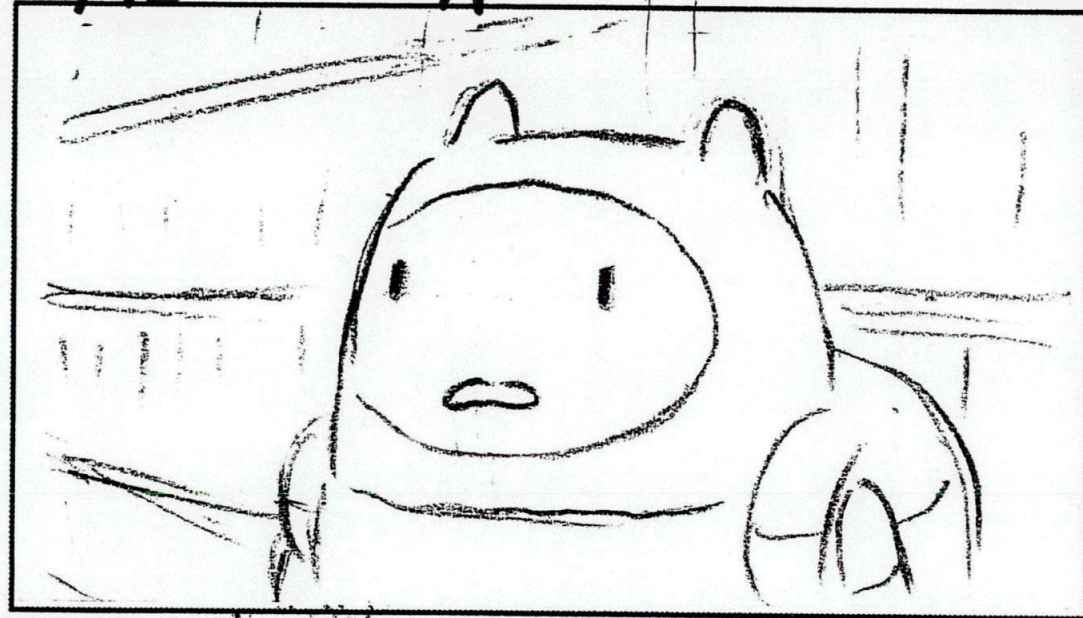
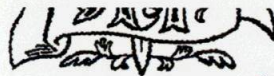
1034/220

Sc. 143

Pnl. A

Bg.

day night



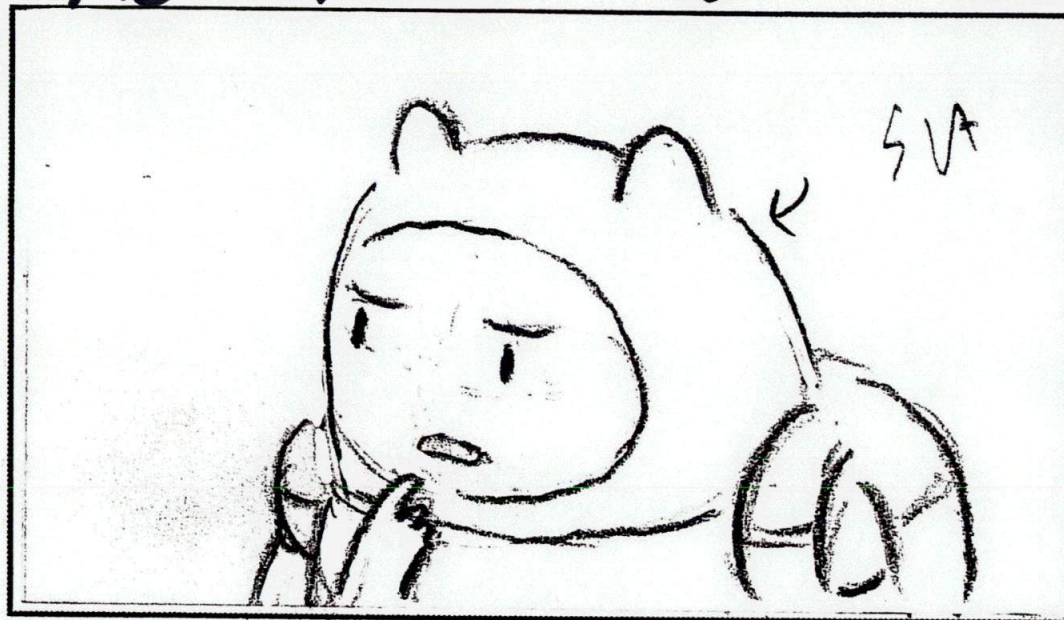
Sc. 143 CONT Pnl. B

Bg.

Page

day night

183



Dialog:

(TP) (VO)

THEY'RE SUPPOSEDLY PARANORMAL  
CREATURES OF TERRIFYING ASPECT...

(F) : (TO HIMSELF)

(TP) (O/S) WAIT... 5 YEARS AGO THAT'S!  
THEY'RE SAID TO RESEMBLE →

Action:

Timing:

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EPISODE # 1034-220

Production:

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1034/220



1034/220

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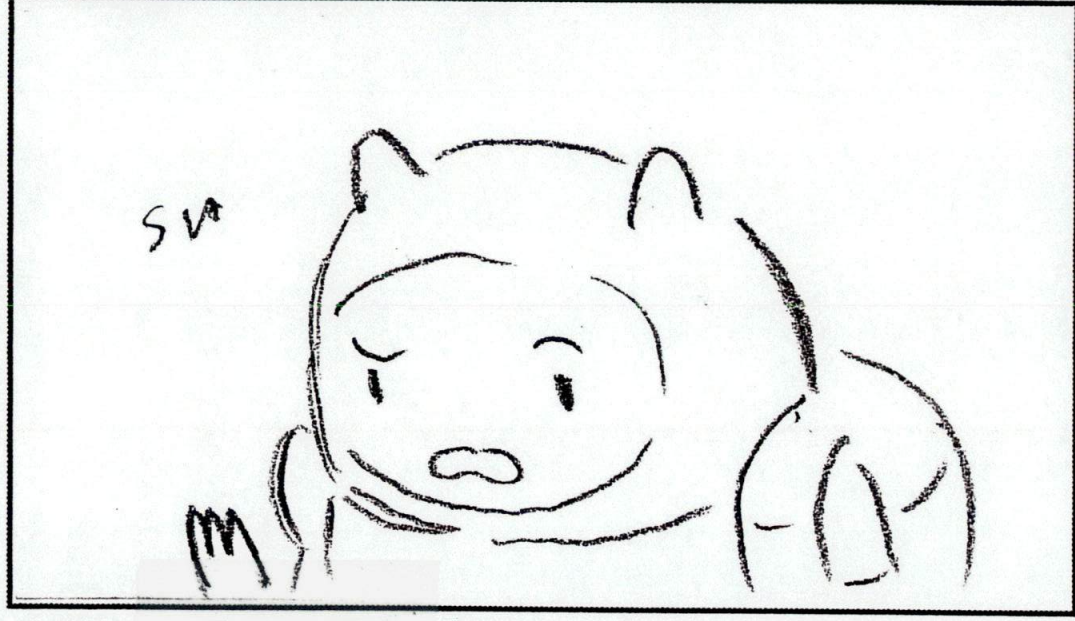
ADVENTURE TIME



Sc. 143 CONT Pnl. C

Bg.

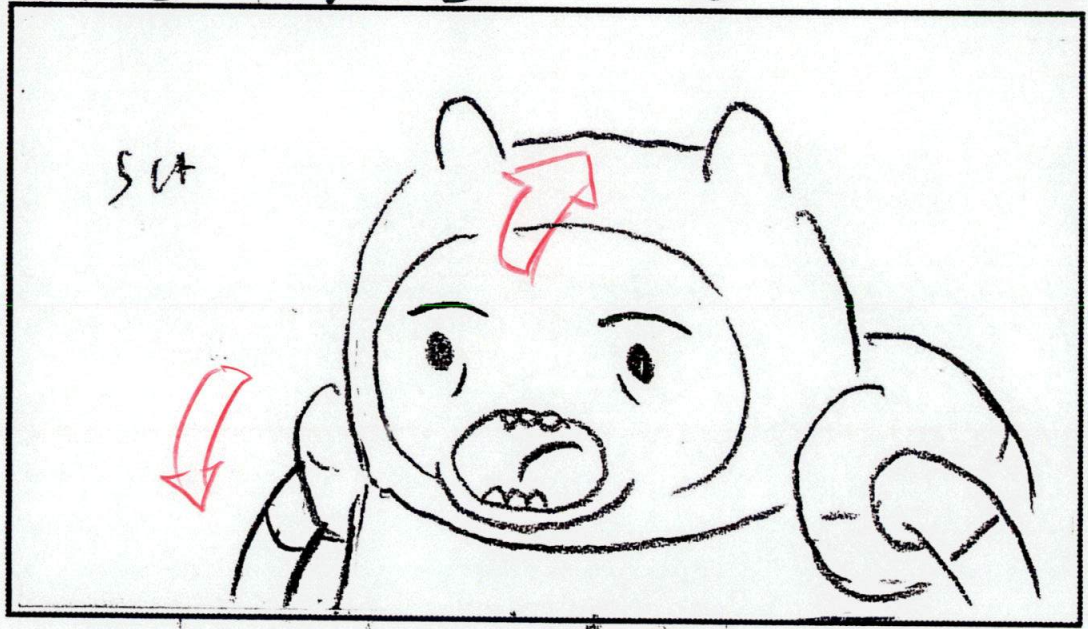
day night



Sc. 143 CONT Pnl. D

Bg.

day night



Page 184

Dialog:

FINN JUST LIKE STARCHY'S  
RADIO SHOW!!

TP (OFFIC/CMT.D) GIRLS AGES 9 TO 11

F [BIG INHALE]

Action:

Timing:

JUL 07 2015

1034-220

EPISODE #

1034/220

Production:

1034/220

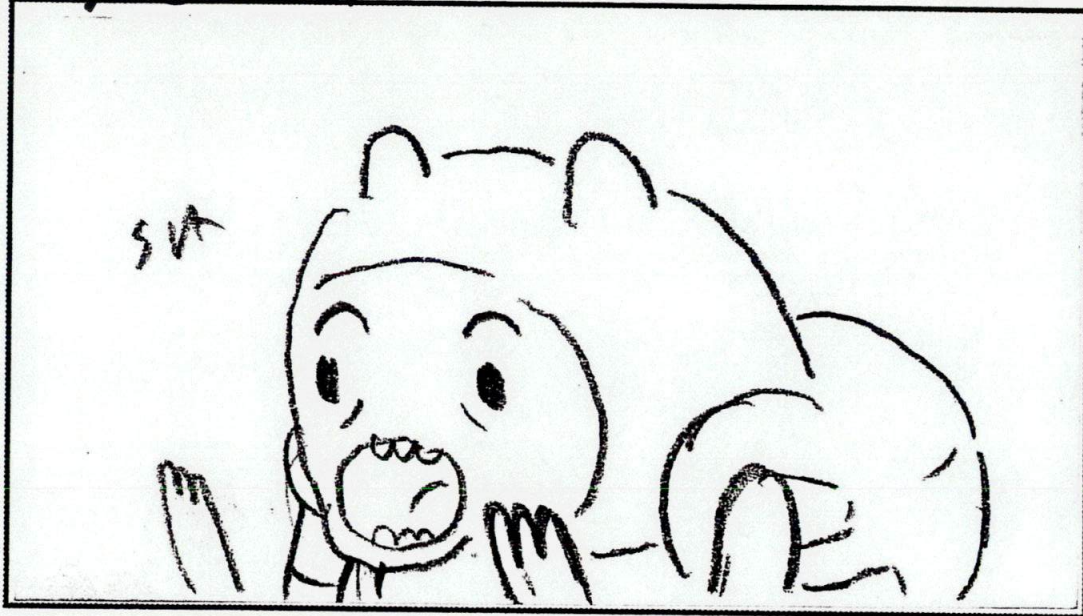


1034/220

ADVENTURE TIME

Sc. **143 CONT** Pnl. **E** Bg.

day night



Sc. **144** Pnl. **A** Bg.

Page **185**  
day night



Dialog:

Ⓕ MAYBE THEY'RE TULPAS!!

T. princ. cont talking

Action:

Ⓖ: WHAT THE BLOB  
IS TULPAS

T. princ. Finish talking

Timing:

JUL 07 2015

EPISODE # 1034-220

Production:

1034/220

1034/220



# ADVENTURE TIME



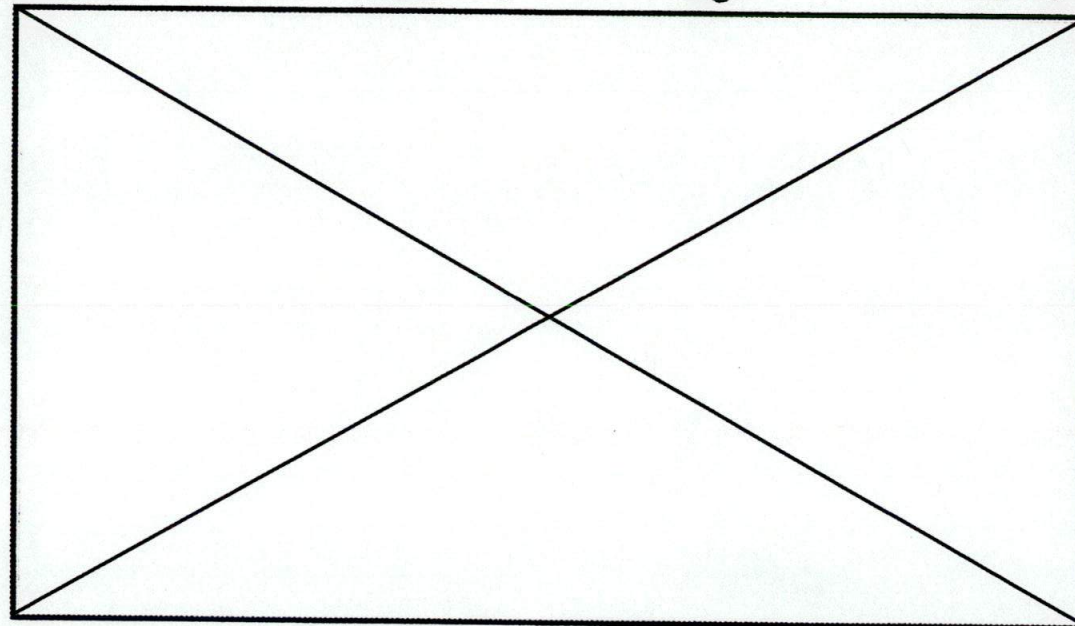
No Scs 146-147

Page **186**

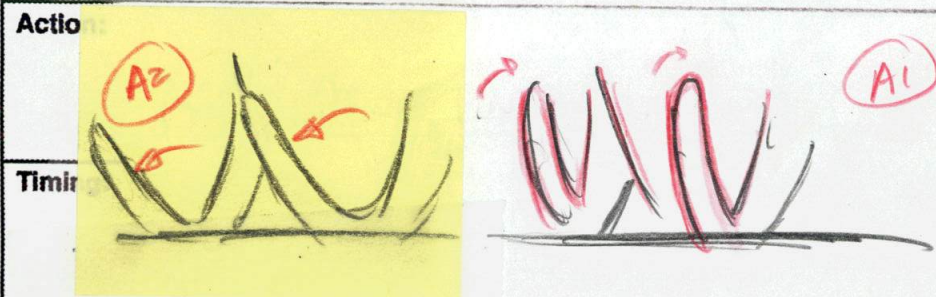
Sc. **145** Pnl. **A** Bg. day night



Sc. Pnl. Bg. day night



Dialog: (FAST)  
(F) PHYSICAL MANIFESTATIONS  
OF CONCENTRATED COLLECTIVE  
THOUGHT ...



JUL 07 2015

EPISODE # 1034-220

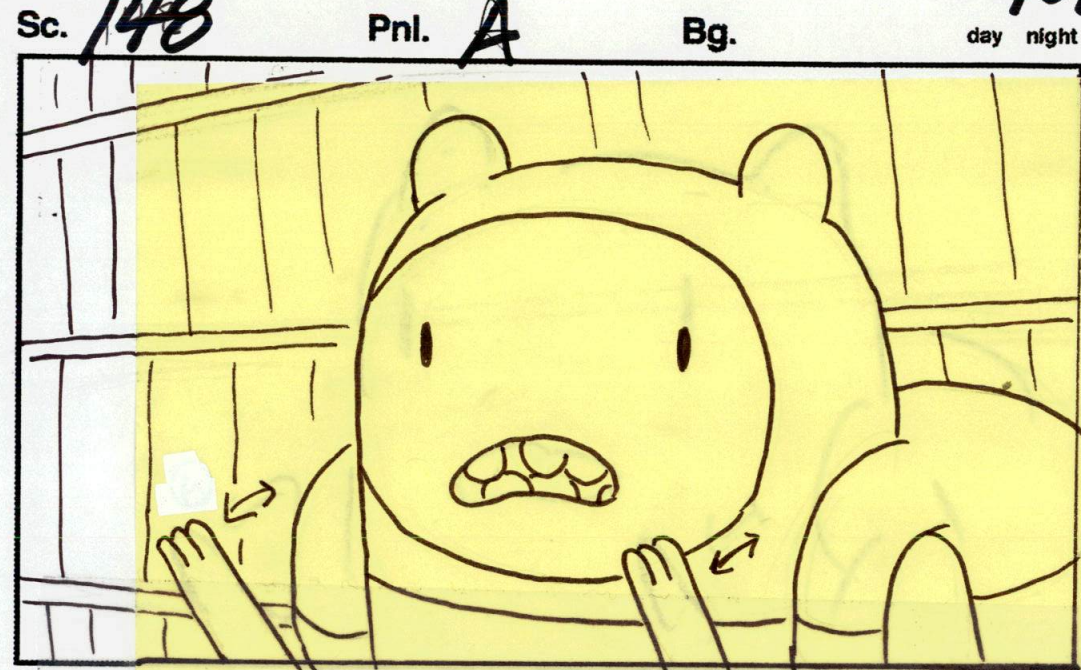
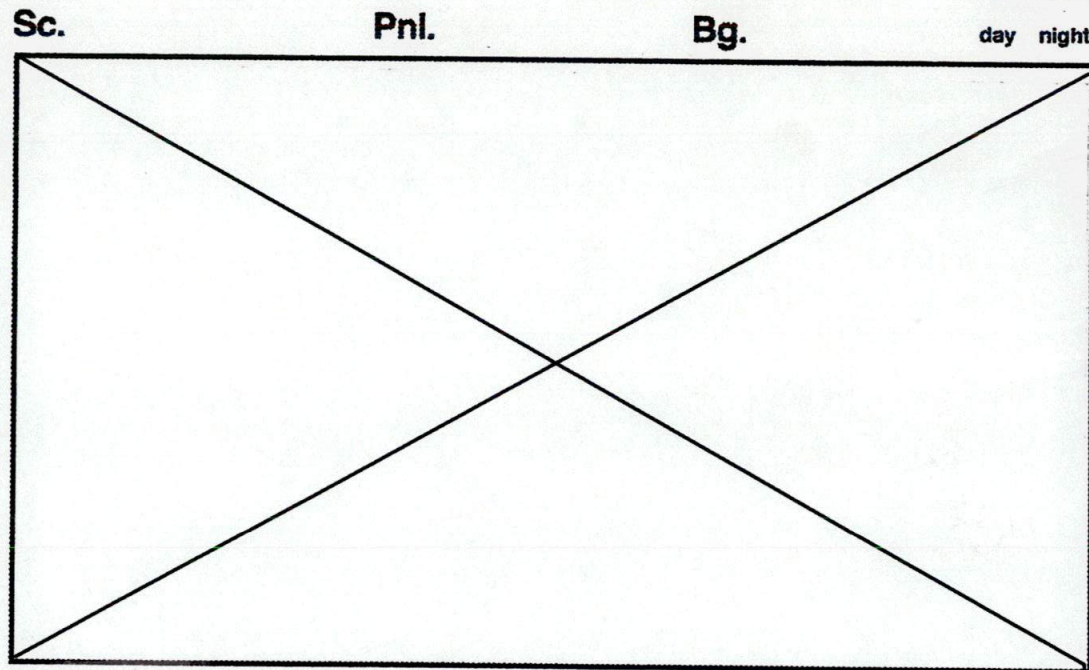
1034/220

Product

1034/220



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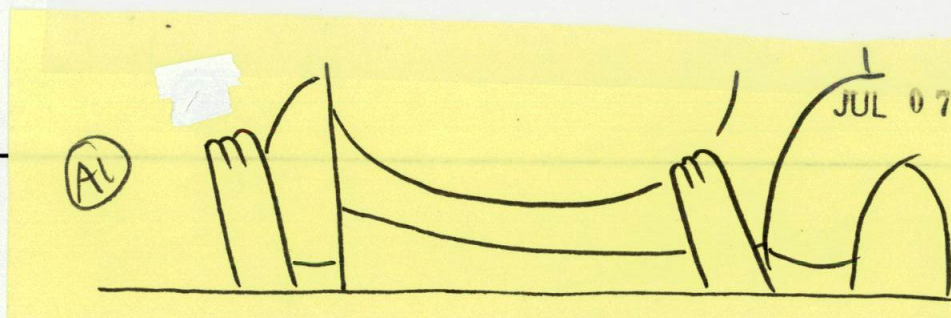
Dialog:

(F) THEY'RE ENTITIES WHO DEPEND ON THE ENERGY OF PEOPLE BELIEVING IN THEM IN ORDER TO EXIST.

Action:

CYCLE (A1) / (A) (FAST)

Timing:



JUL 07 2015

EPISODE # 1034-220

Production:

1034/220

1034/220



# ADVENTURE TIME



Sc. 148 cont Pnl. B

Bg.

day night

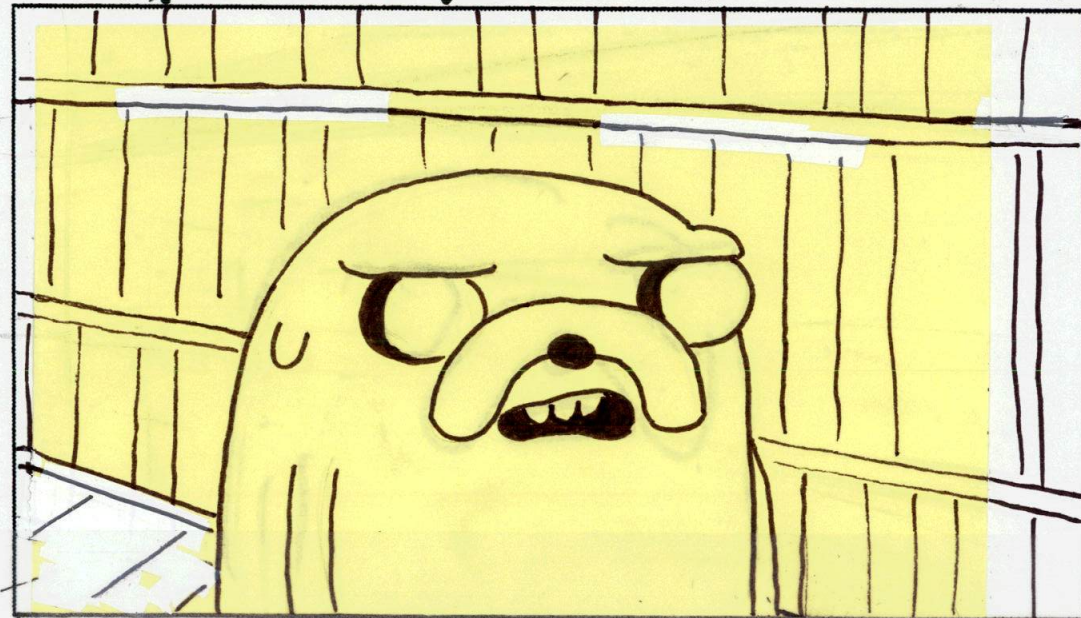


Sc. 149

Pnl. A

Bg.

day night



Page 188

Dialog:

Ⓕ PEOPLE LIKE STARCHY'S LISTENERS!  
IT'S LIKE BLANK-EYED GIRLS  
ARE LITERALLY A PRODUCT OF  
STARCHY'S SHOW.

Action:

Timing:

Ⓖ OKAY ---  
AND WHERE DID YOU  
LEARN ALL THIS  
BLOBBITY-BOB

JUL 07 2015

Production :

EPISODE #

1034-220

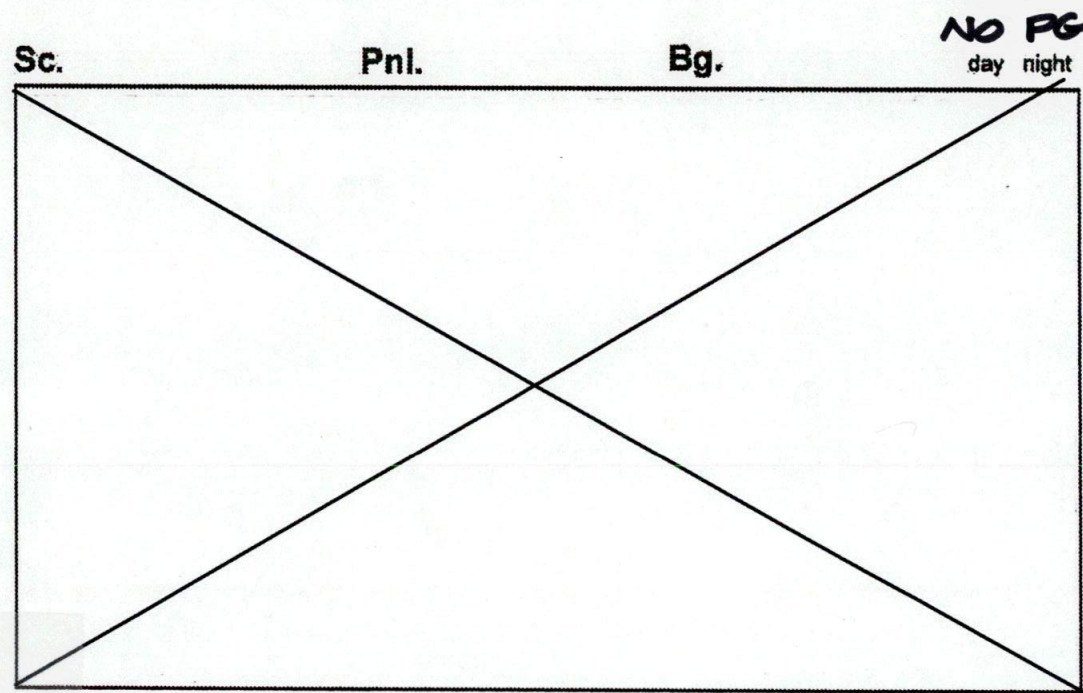
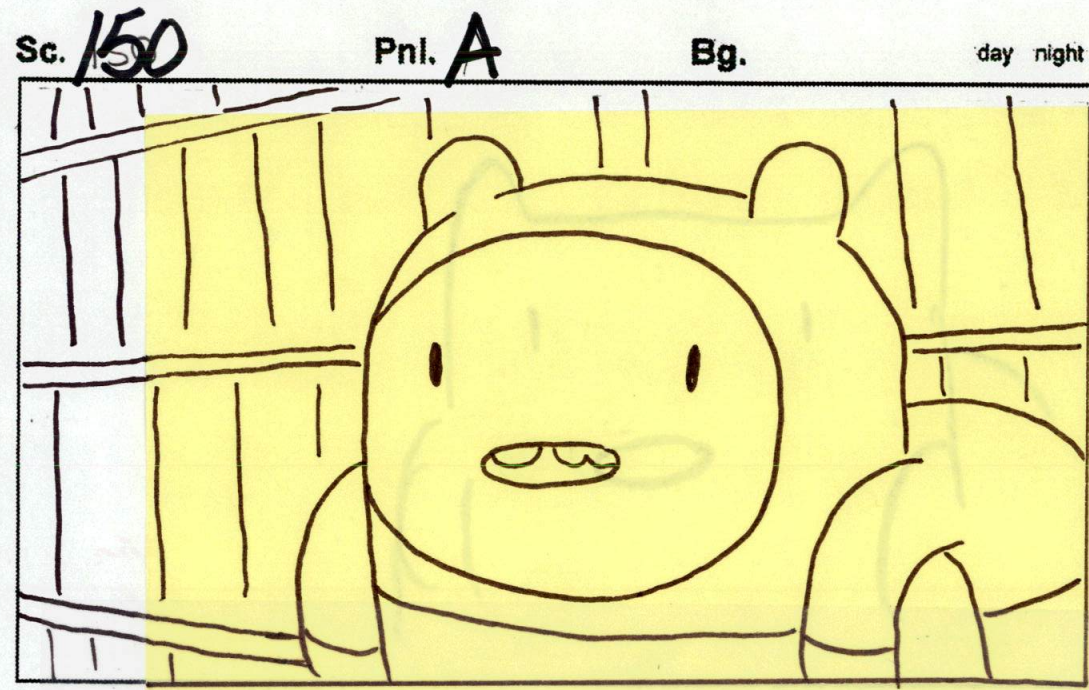
1034/220

1034/220



1034/220

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Dialog: (F) STARCHY'S RADIO  
SHOW

Action:

Timing:

JUL 07 2015

PG 189  
NO PG 190

EPISODE # 1034-220

Production :

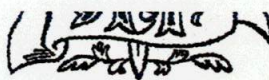
1034/220

1034/220



1034/220

ADVERTISING TIME



NO SC'S  
151-152

Sc.	Pnl.	Bg.	day	night

Sc.	150	cont	Pnl.	B	Bg.	day	night

Dialog:	<p>(F) I THINK I KNOW WHAT WE NEED TO DO!</p>
Action:	
Timing:	

JUL 07 2015

EPISODE # 1034-220

Production:

1034/220

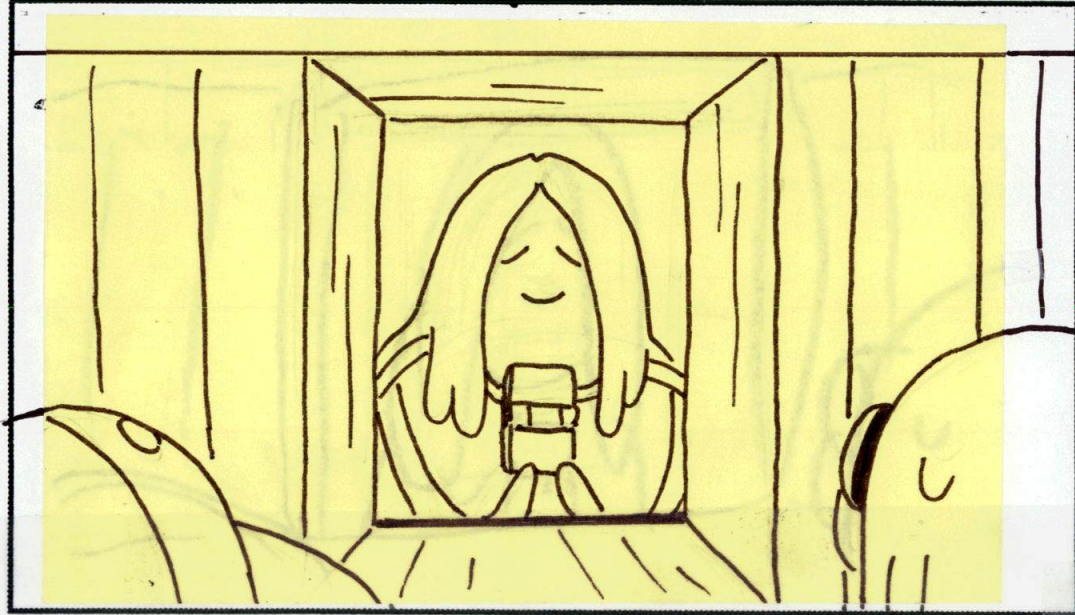


# ADVENTURE TIME

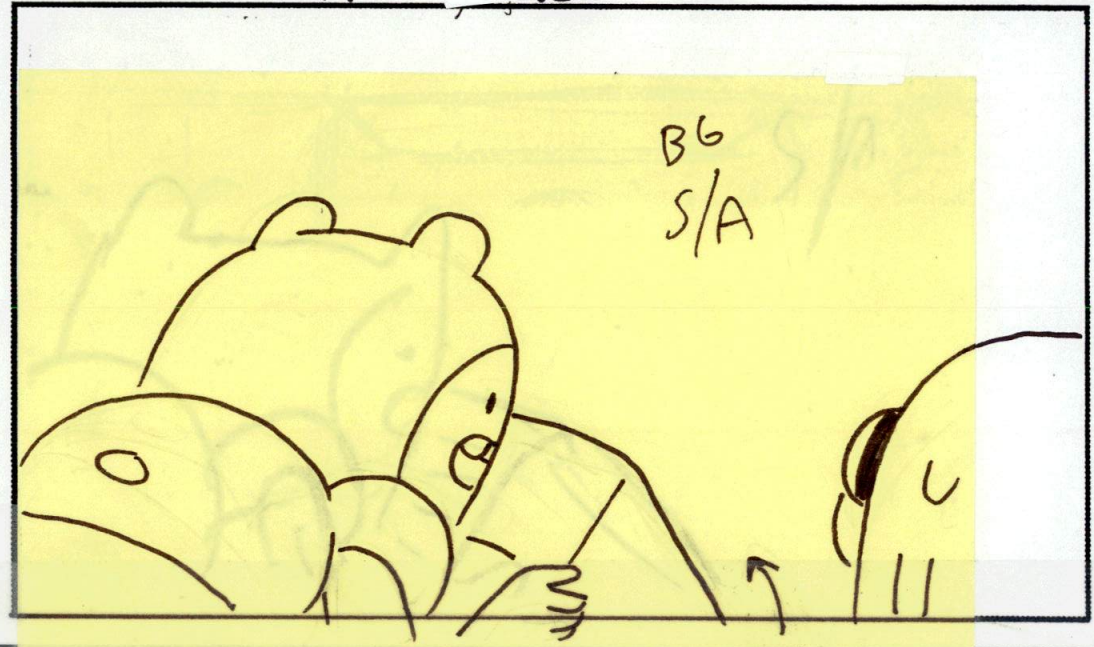


Page **192**

Sc. **153** Pnl. **A** Bg. day night



Sc. **153 CONT.** Pnl. **B** Bg. day night



Dialog:

Action:

- TURTLE PRINCESS SMILES.

Timing:

Ⓟ THANKS, TURTLE P.

JUL 07 2015

EPISODE # 1034-220

Production:

1034/220

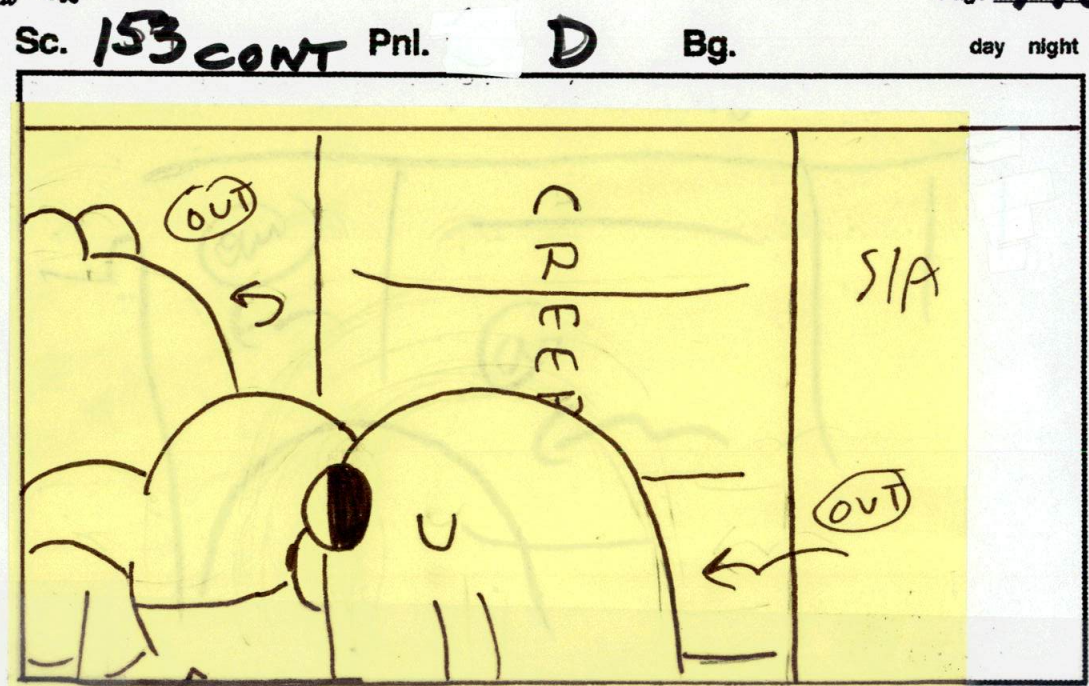
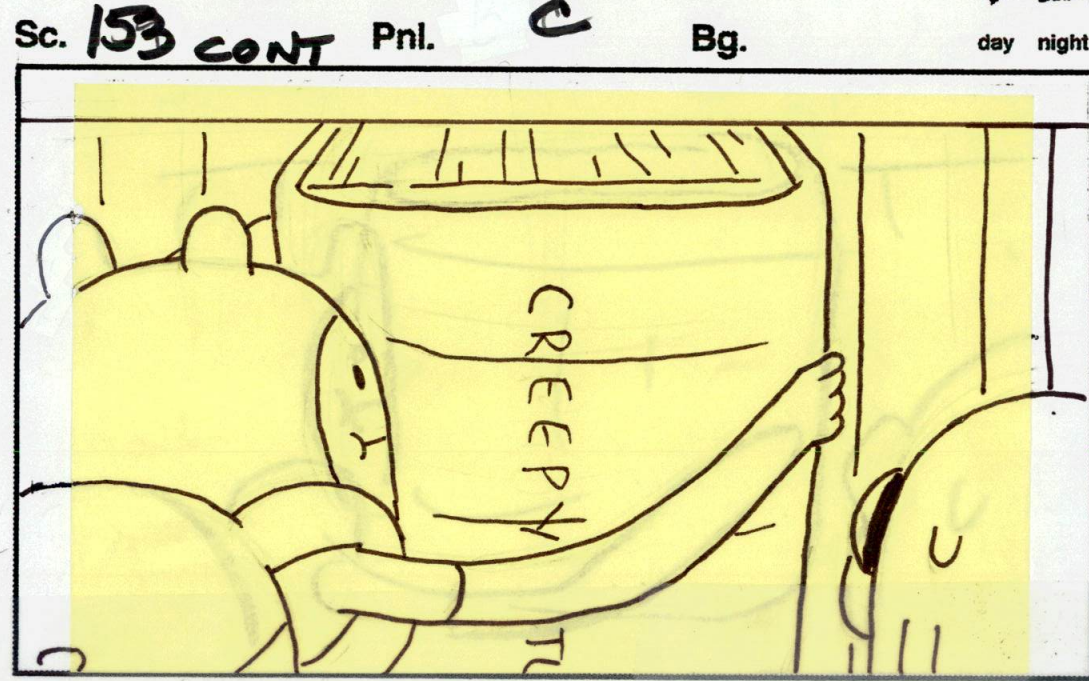
1034/220

1034/220



ADVENTURE TIME

NO SC  
154



Dialog:

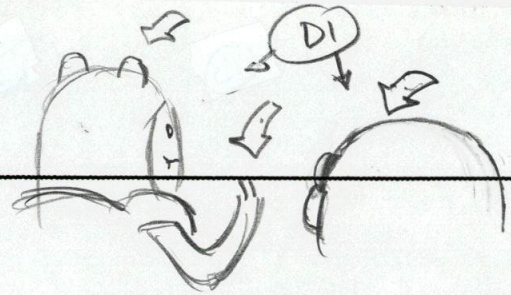
(F) HUP!  
(JP) (MURMUR) ANY TIME,  
FINNY!

Action:

- F. PUTS BOOK BACK ON SHELF.

Timing:

- F+J EXIT.



JUL 07 2015

EPISODE # 1034-220

Production:

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1034/220



# ADVENTURE TIME



Sc. **153 cont** Pnl.

Bg.

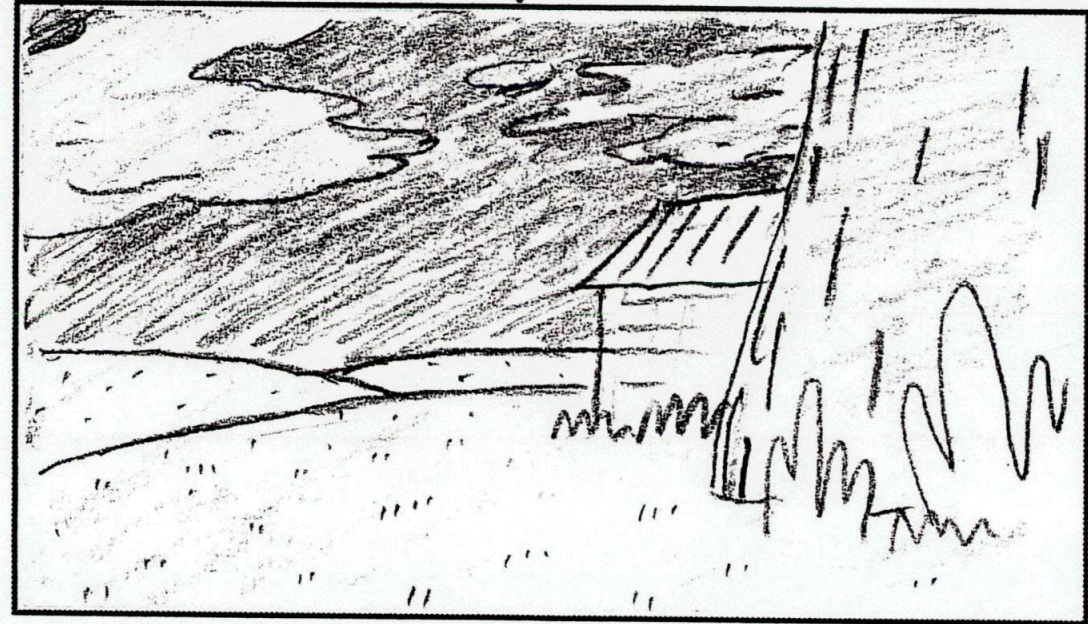
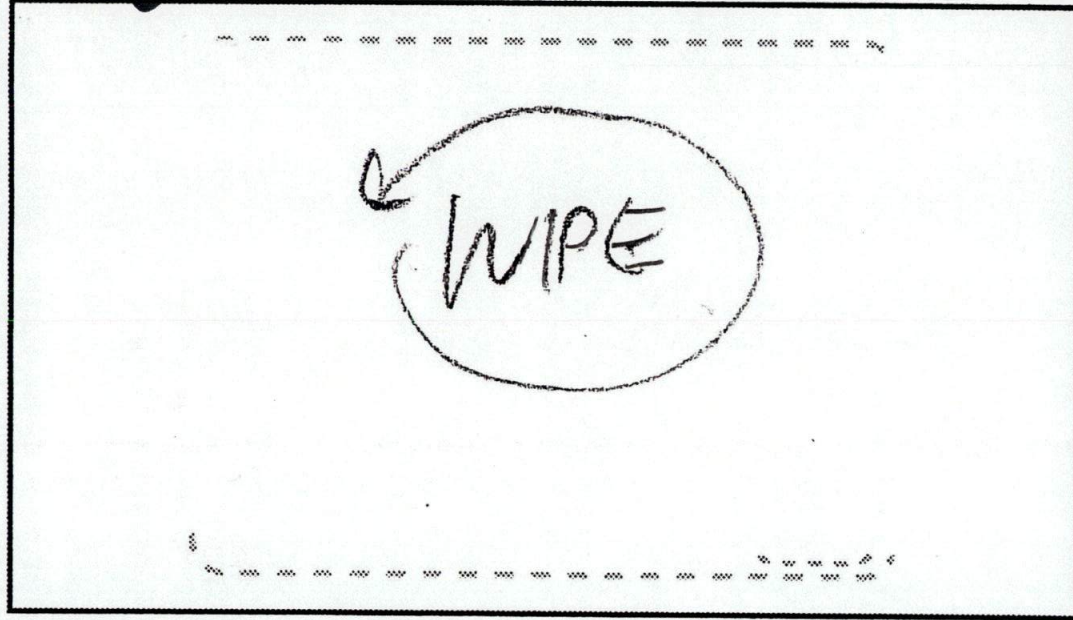
day night

Sc. **155**

Pnl. **A**

Bg.

Page **194**  
day night



Dialog:

Action:

Timing:

JUL 07 2015

EPISODE # 1034-220

Production:



# ADVENTURE TIME

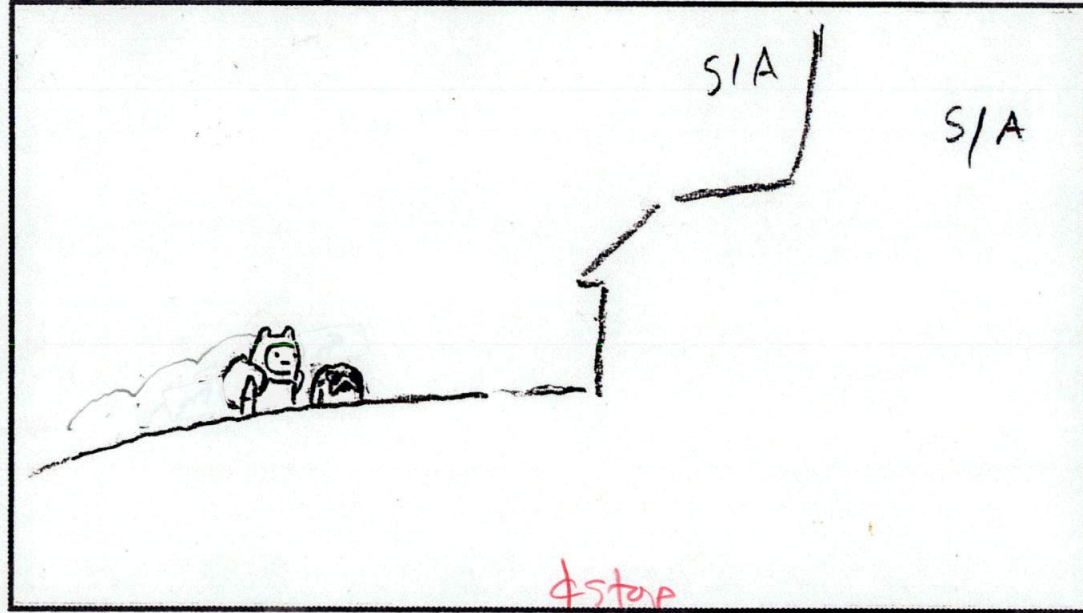


Page **195**

Sc. **155 CONT** Pnl. **B**

Bg.

day night

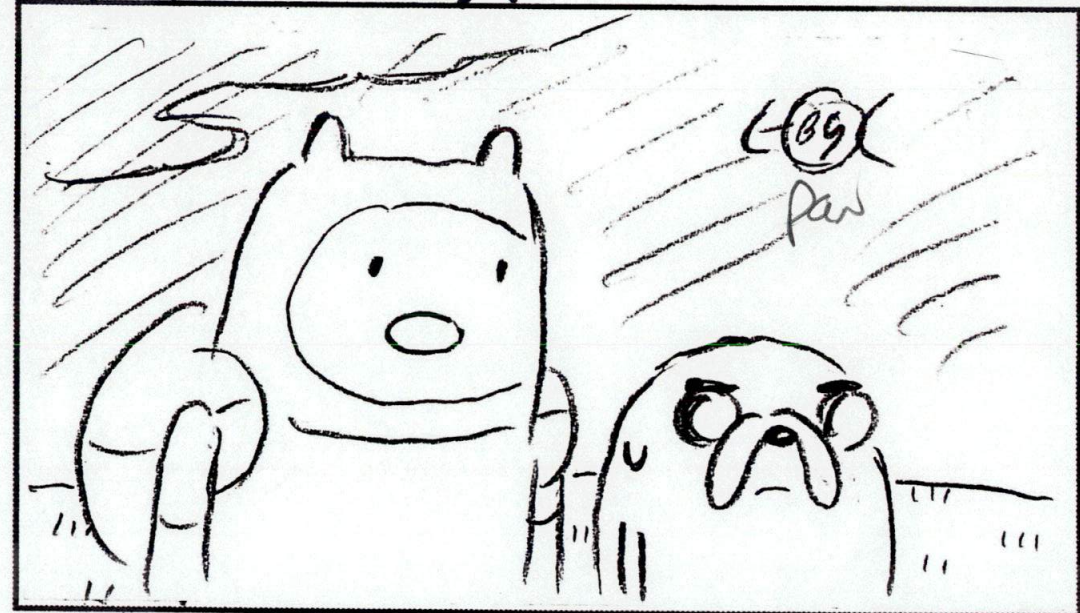


Sc. **156**

Pnl. **A**

Bg.

day night



Dialog:

(J) WHY DON'T WE CALL LIKE, CHILD SERVICES, OR ... AN EXTERMINATOR

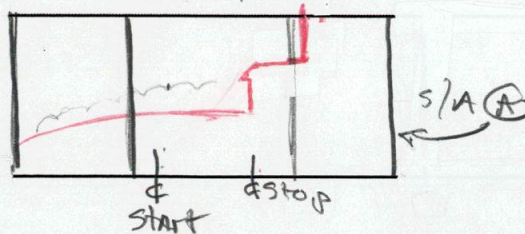
(F) THIS IS GONNA WORK.

Action:



Timing:

Pans w/ Action



JUL 07 2015

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Production:

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1034/220



# ADVENTURE TIME

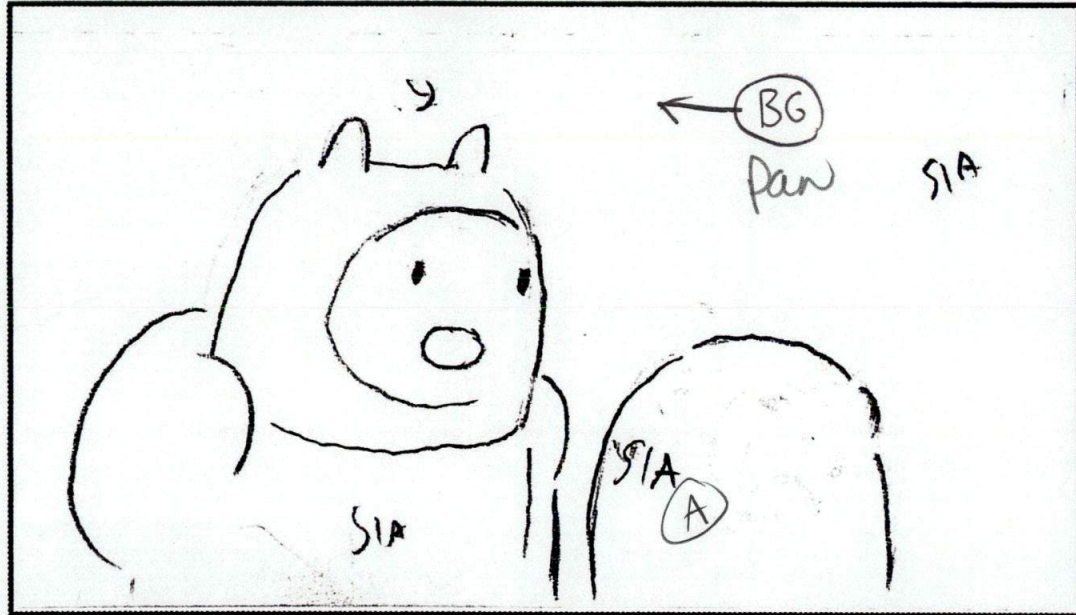


Page **196**

Sc. **156 cont** Pnl. **B**

Bg.

day night

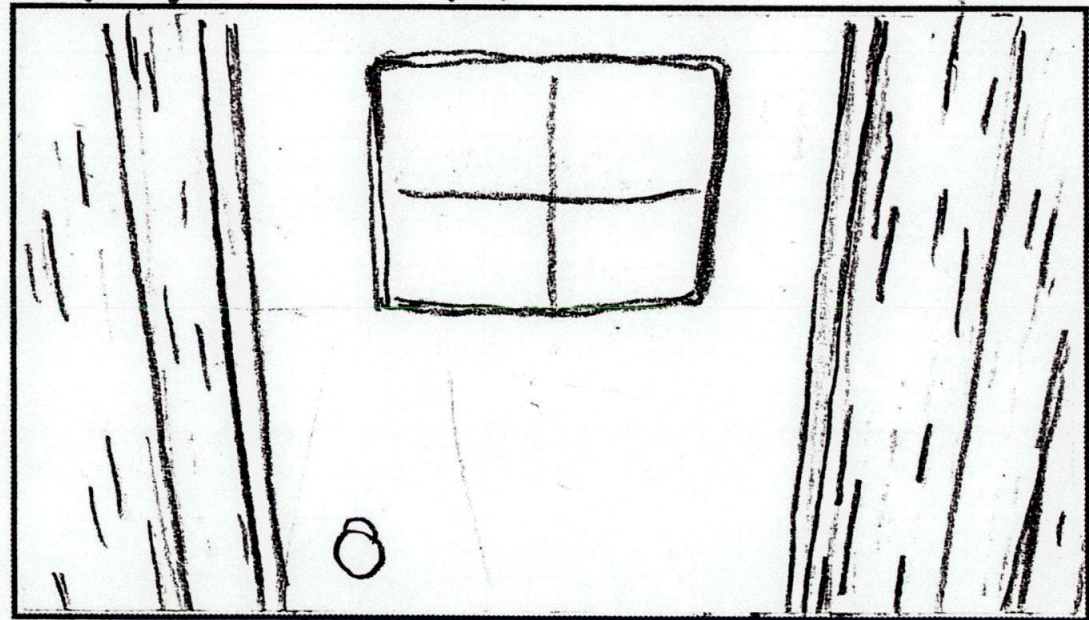


Sc. **157**

Pnl. **A**

Bg.

day night



Díalog:

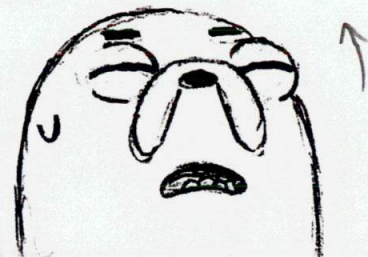
- ① JUST TRUST ME, ALRIGHT?
- ② UGH.

Action:

- J. TILTS HIS  
HEAD BACK!

③

Timing:



JUL 07 2015

EPISODE # 1034-220

Production:

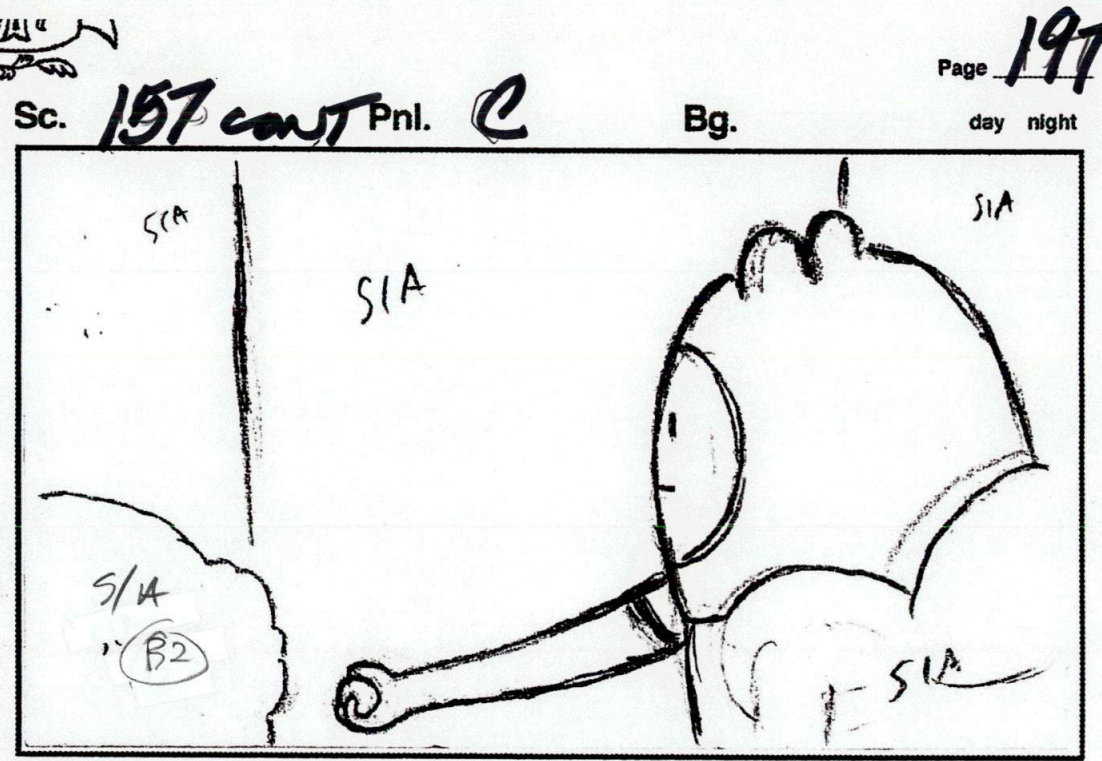
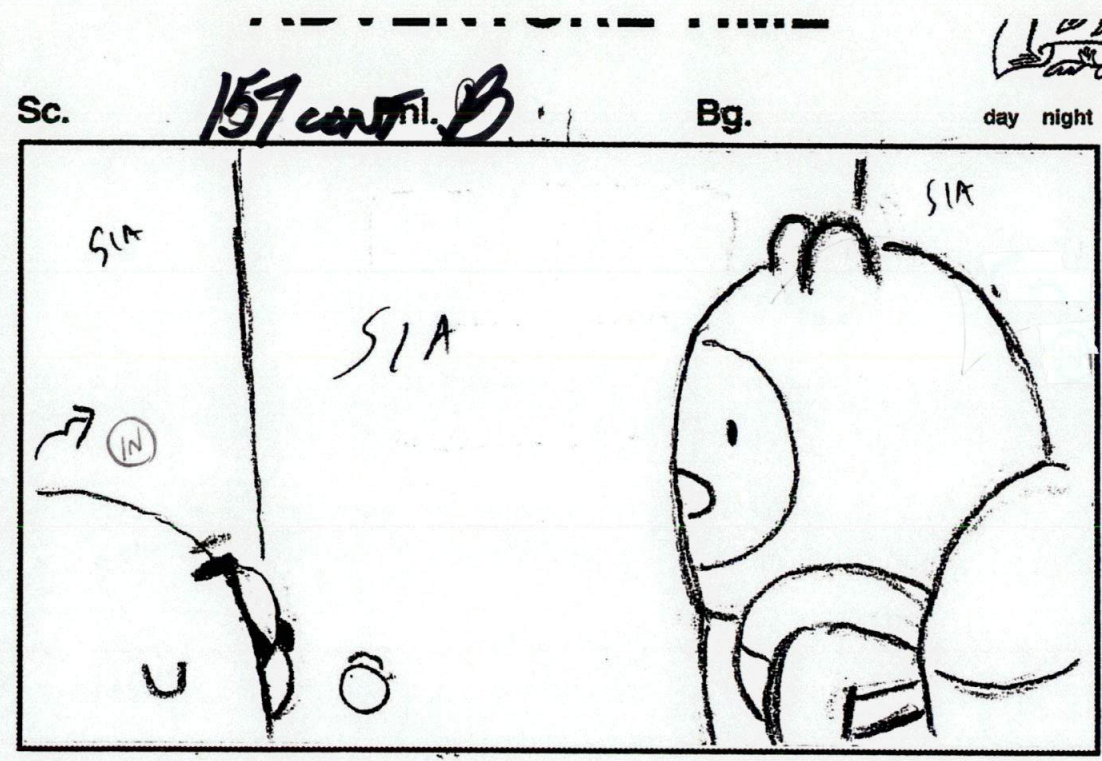
1034/220

1034/220



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1034/220



Dialog: F/ Do as I do.

Action: - F+J WALK ON/S.

Timing:

**TV Cutoff**

**F TAKES HANDLE, TURNS IT**

**JUL 07 2015**

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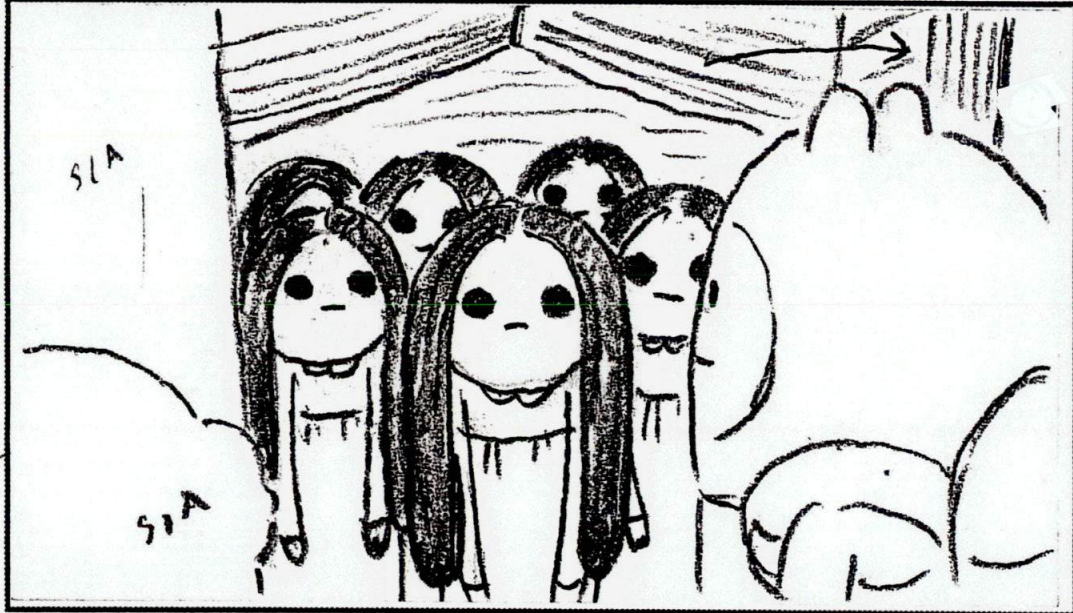
# ADVENTURE TIME



Sc. 157 CONT Pnl. D

Bg.

day night

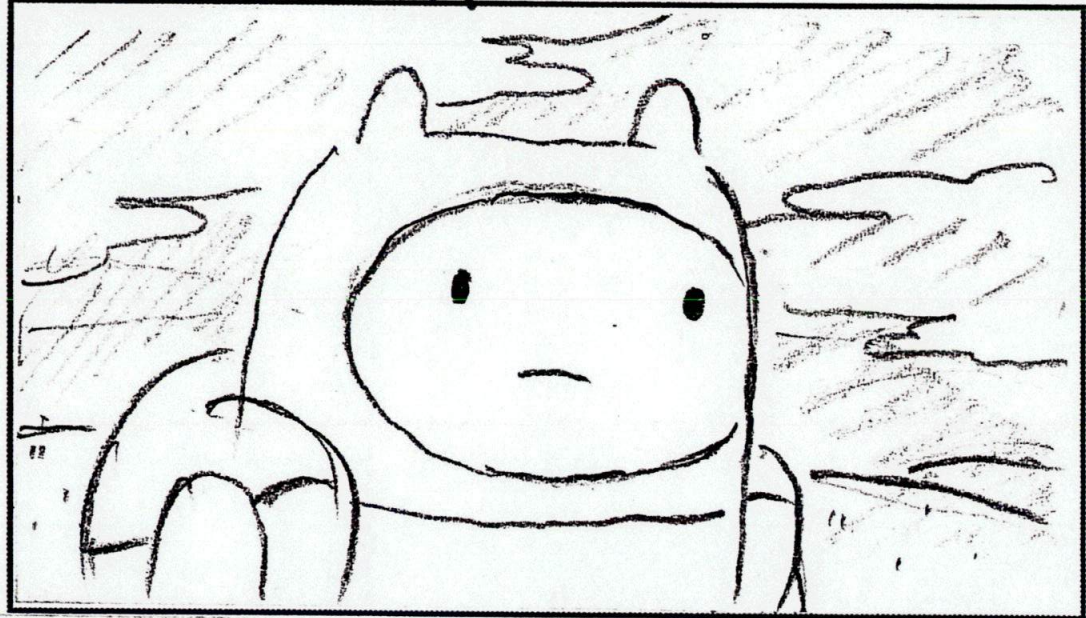


Sc. 158

Pnl. A

Bg.

day night



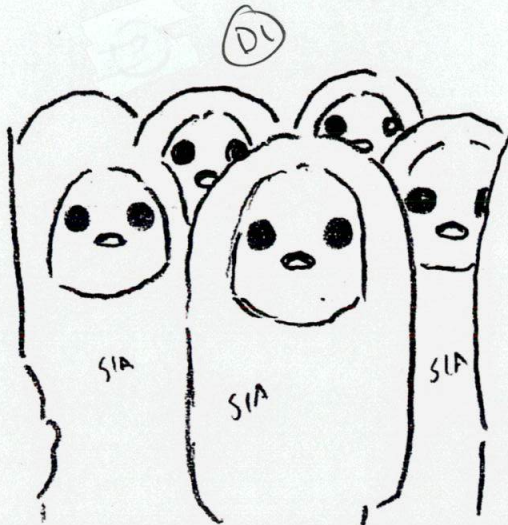
Dialog:

GIRLS : (BREATHING OUT SAND)  
HHAH...  
B.C.

Action:

- F. OPENS DOOR
- G.E. GIRLS WAIT AT DOOR.

Timing:



JUL 07 2015

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Production:

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1034/220

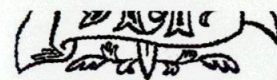
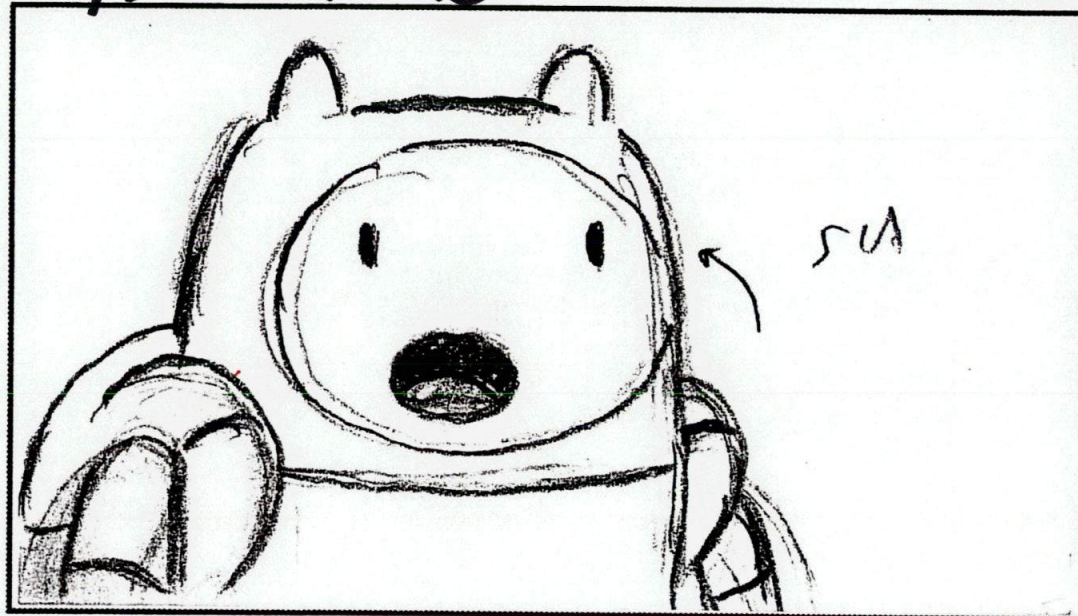


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Sc. 158 cont Pnl. B

Bg.

day night

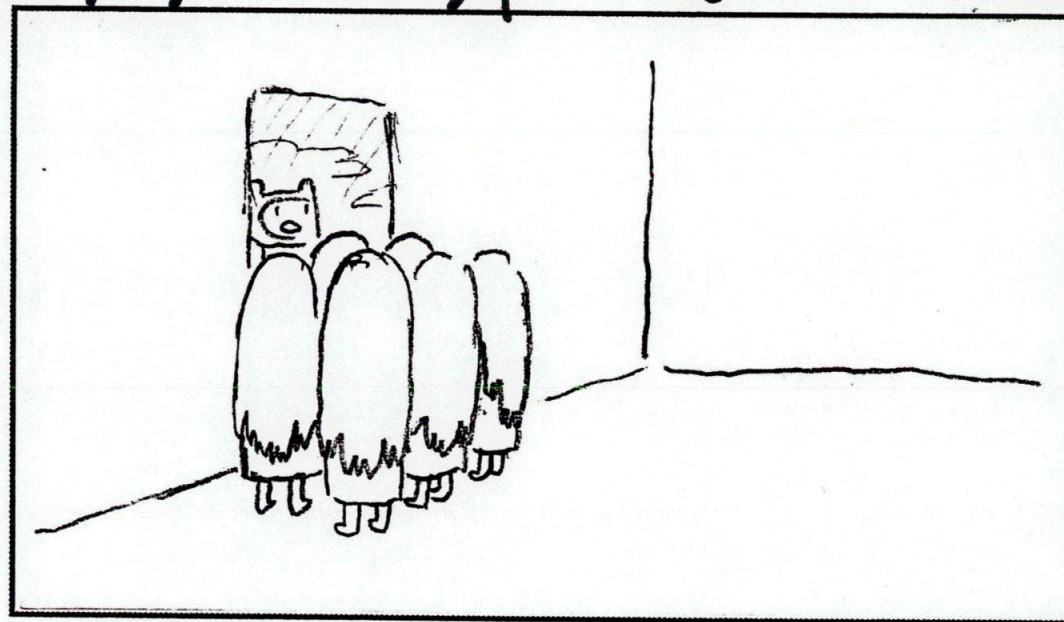


Sc. 159

Pnl. A

Bg.

Page 199  
day night



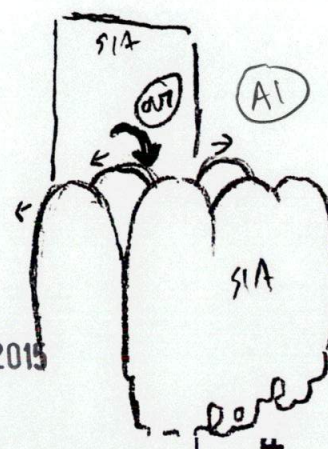
Dialog:

(F) (inhale)

Action:

- F WEDGES HIMSELF INTO CROWD

Timing:



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1034/220



1034/220

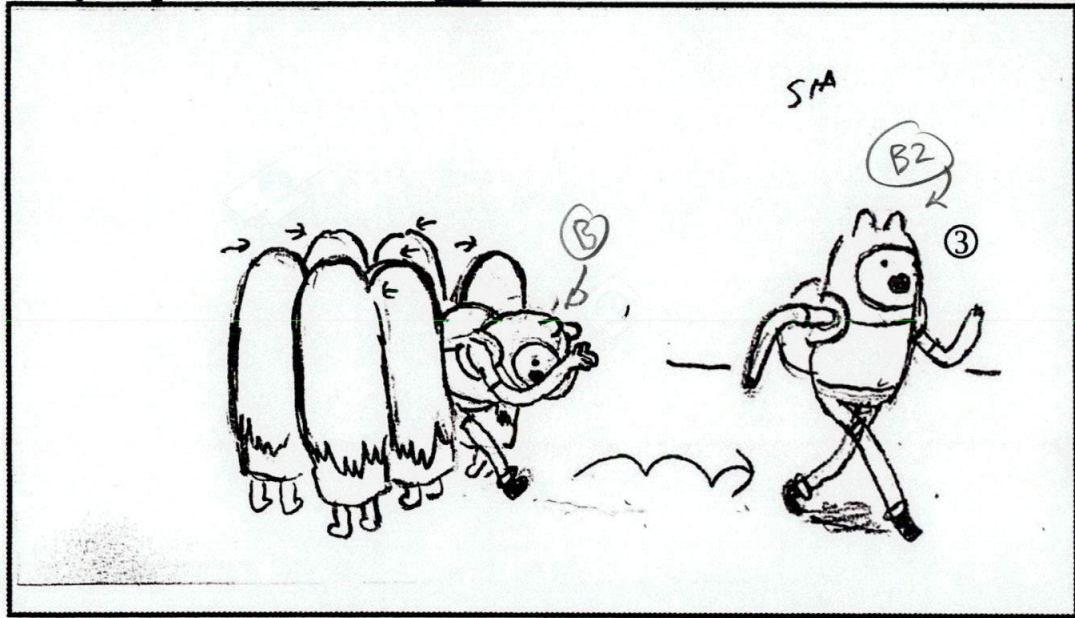
# ADVENTURE TIME



Sc. 159 CONT Pnl. B

Bg.

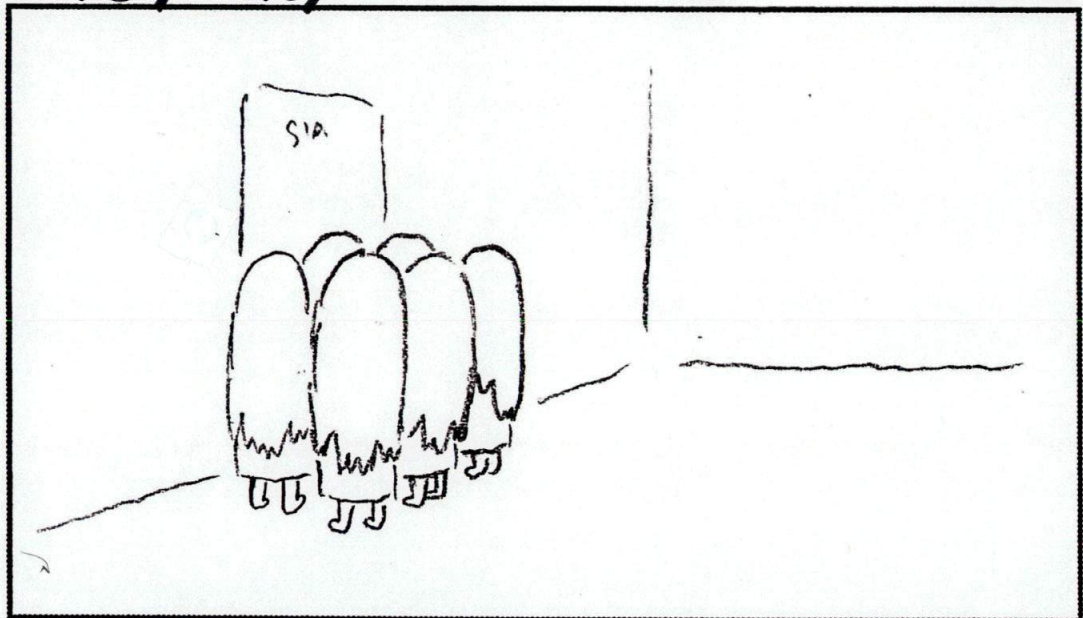
day night



Sc. 159 CONT Pnl. C

Bg.

day night



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Dialog:

(F): BOY I JUST LOVE WALKING THROUGH OUR DELIGHTFULLY NOT-CREEPY DOORWAY, DON'T YOU, JAKE?

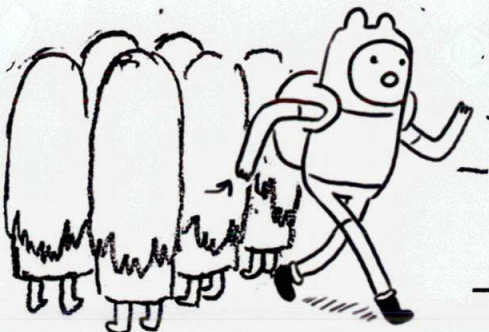
(J) [CREEPY WHINE] EHM...

JUL 07 2015

Action:

- J STRETCHES OVER GIRLS.

Timing:



1034/220



ADVENTURE TIME

Sc. 159 CONT Pnl. D

Bg.

day night



Sc. 159 CONT Pnl. E

Bg.

day night



Dialog:

⑤ ELM HUM ——— →

Action:

⑦ ELM ———

Timing:

- B.E. GIRLS TURN ALL AT ONCE

- J. QUICKLY TIPTOES OFF/S.

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EPISODE #

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Production:

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# ADVENTURE TIME



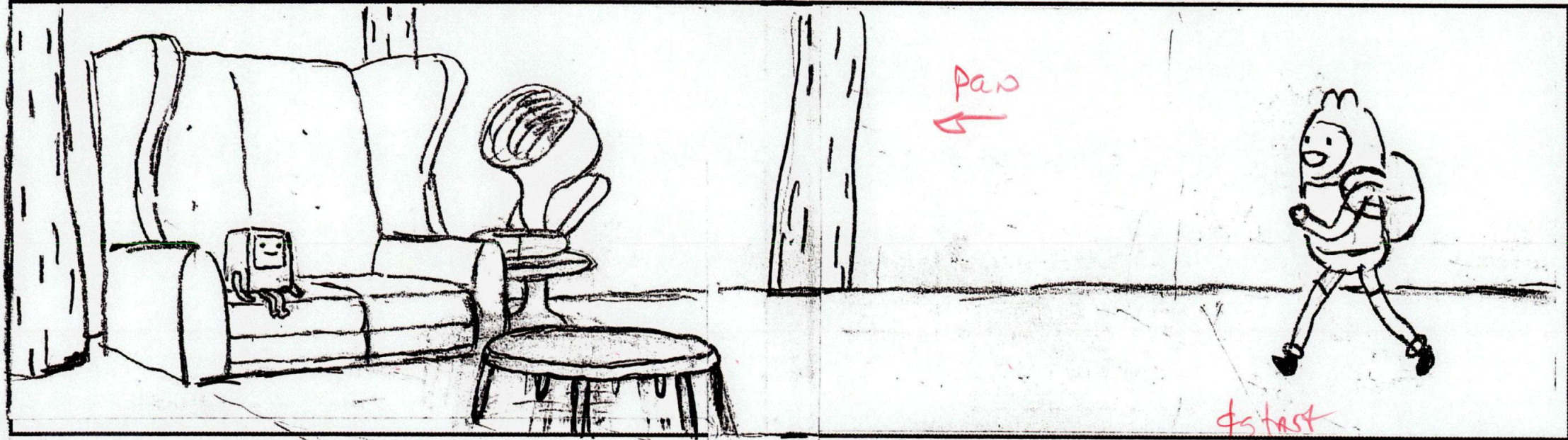
Page **202**

Sc. **160**

Pnl. **5/A B** Bg.

day night

**A**



Dialog:

**(F)** WALKIN' THROUGH THE NOT-CREEPY AIR.

**(F)** (SING SONG) TO-MY-NOT-CREEPY COUCH...

Action

Timing



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EPISODE # 1034-220

Production:

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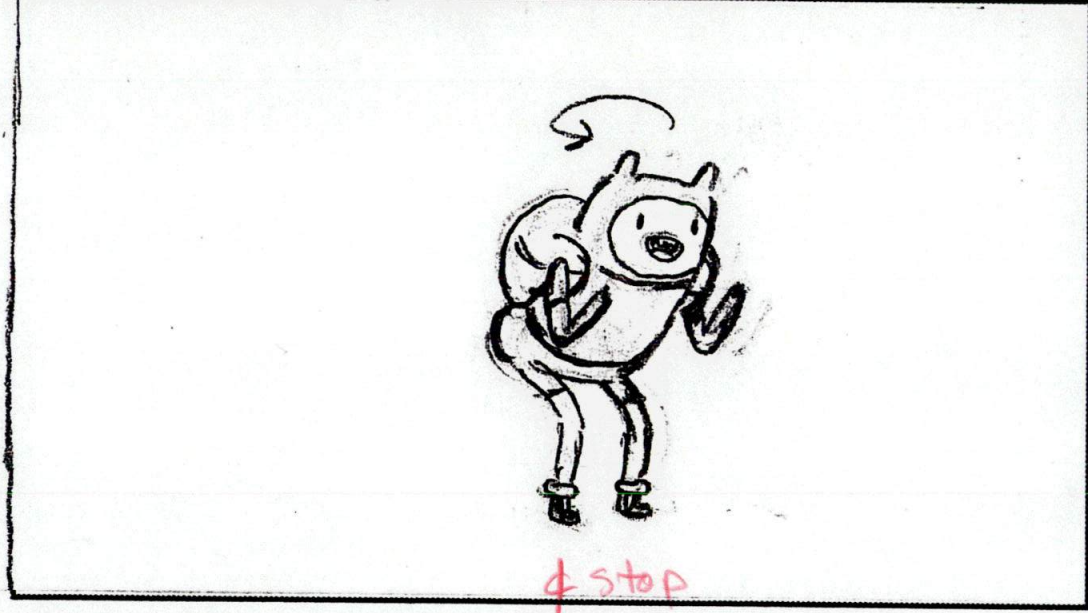
1034/220



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Sc. 160 CONT Pnl. B Bg. day night

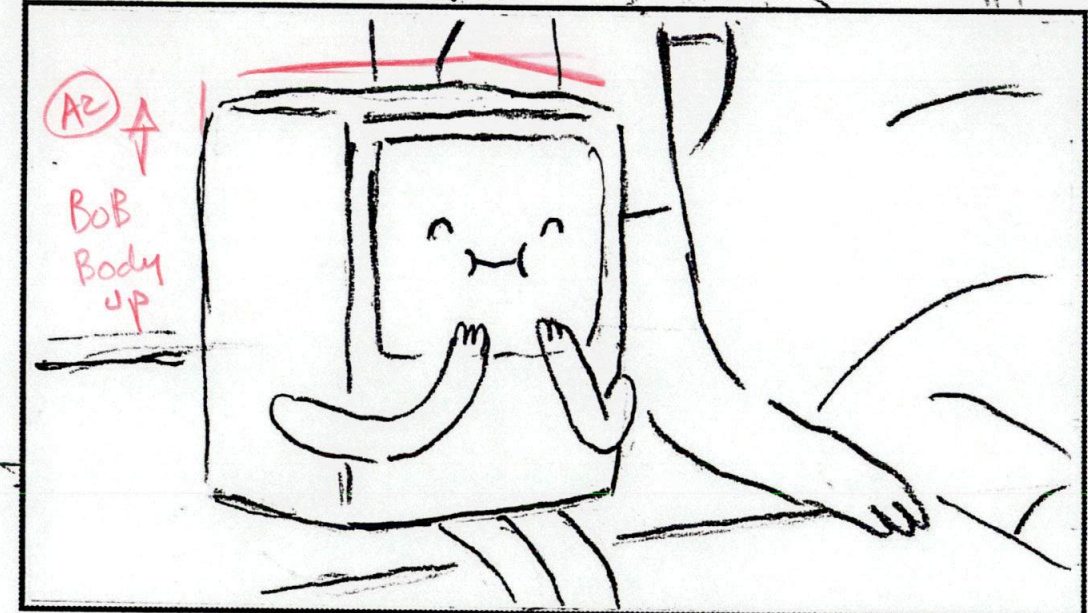


Dialog: (P) SITTING ON MY NOT-CREEPY BUTT

Action:

Timing:

Sc. 161 Pnl. A Bg. day night



(BMO) : (GIGGLE)

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EPISODE # 34-220

Production:

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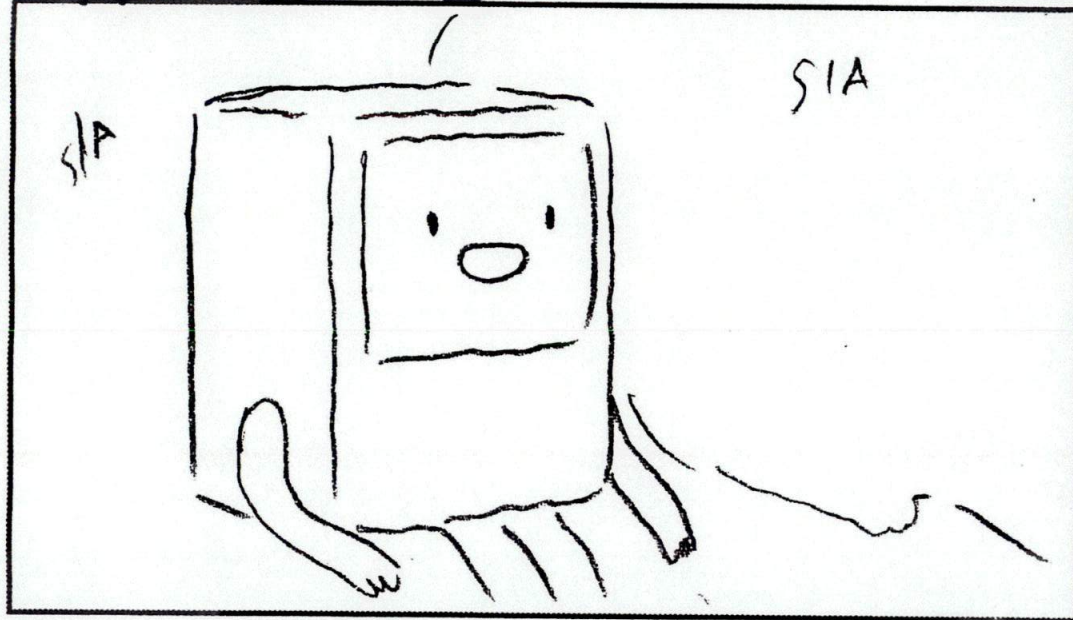
# ADVENTURE TIME



Sc. 161 CONT Pnl. B

Bg.

day night



Sc. 162

Pnl. A

Bg.

day night



Page 204

Dialog:

BMO: YOUR BUTT IS KINDA CREEPY.

Action:

Timing:

JUL 07 2015

EPISODE #

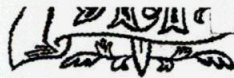
Production:

1034/220

1034/220

1034/220

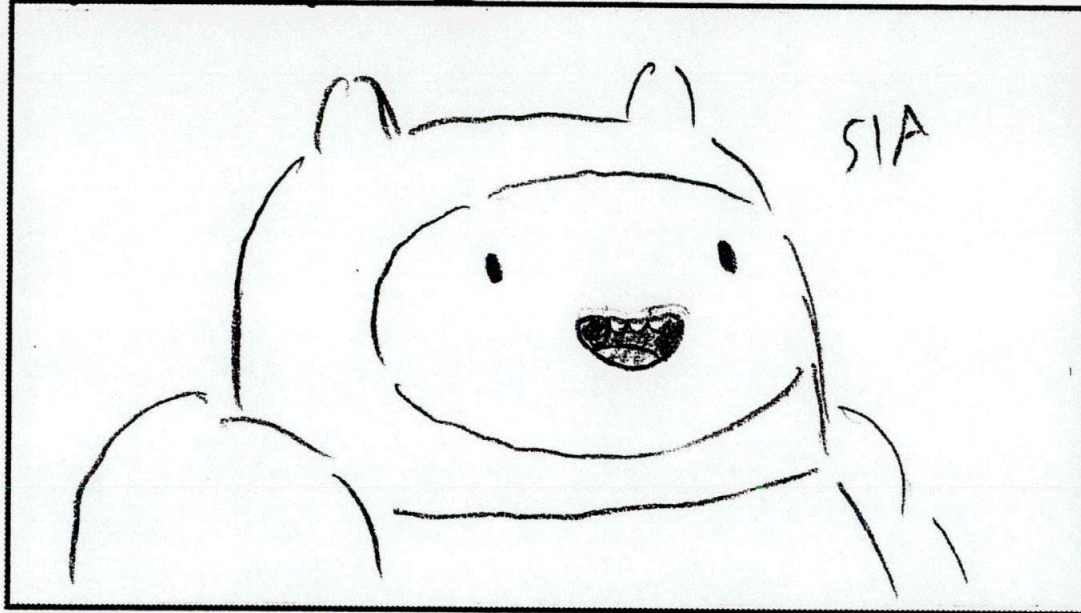




Sc. 162 cont Pnl. B

Bg.

day night

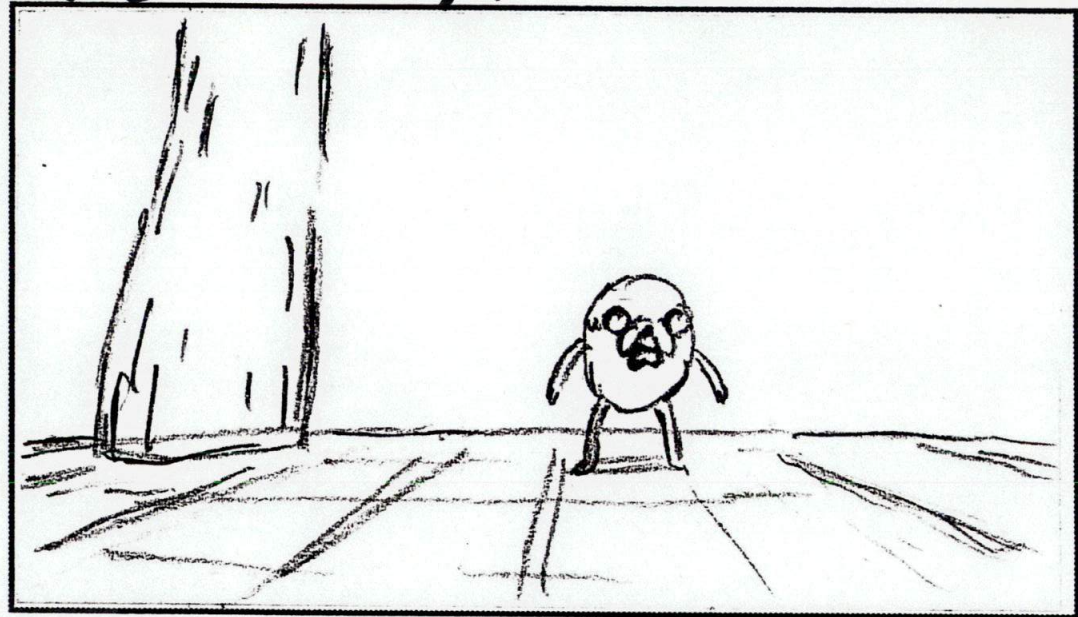


Sc. 163

Pnl. A

Bg.

Page 205  
day night



Dialog: (F) I SAY CREEPY'S JUST ANOTHER LABEL WE USE TO DISTANCE OURSELVES FROM STUFF WE DONT UNDERSTAND →

Action:

Timing:

(F) (OFF/S) OR THAT REMINDS US OF SOMETHING IN OURSELVES THAT WE'RE NOT COMFORTABLE WITH.  
(J) [BREATHING HEAVY]

JUL 07 2015

EPISODE # 034-221

Production:

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1034/220



# ADVENTURE TIME



NO SC  
164

Page **206**

Sc. **163 CONT** Pnl. **B**

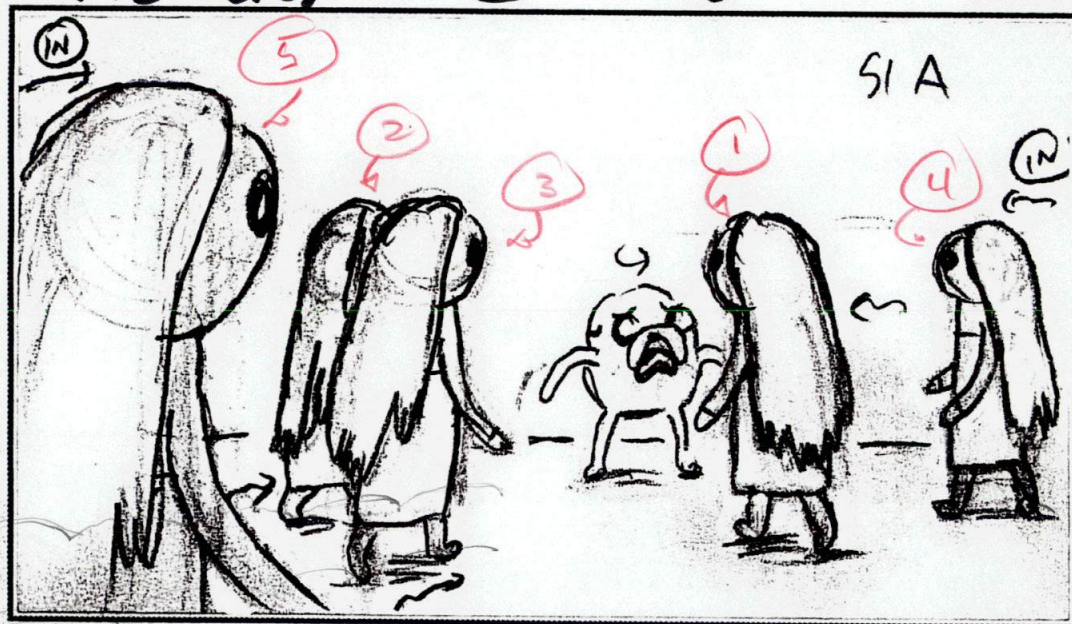
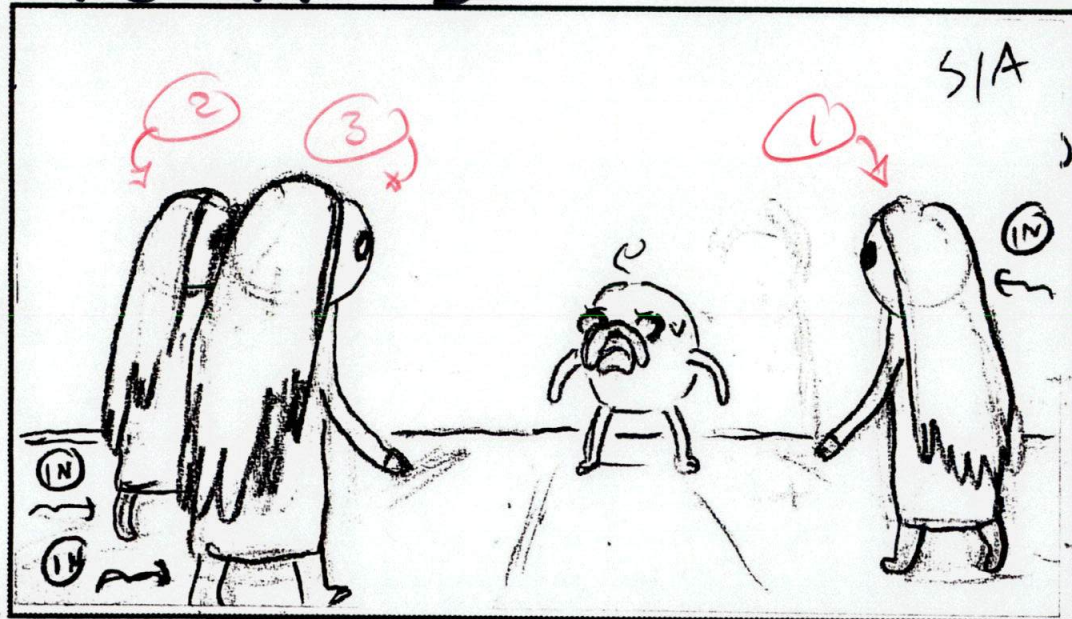
Bg.

day night

Sc. **163 CONT** Pnl. **C**

Bg.

day night



Dialog:

Action:

- B.E. GIRLS WALK ON/S TOWARDS JAKE.

Timing:

JUL 07 2015

EPISODE #

Production:

1034-220

1034/220

1034/220



1034/220

Sc. Pnl. Bg. day night

Sc. **165** Pnl. **A** Bg. day night

Page **207**

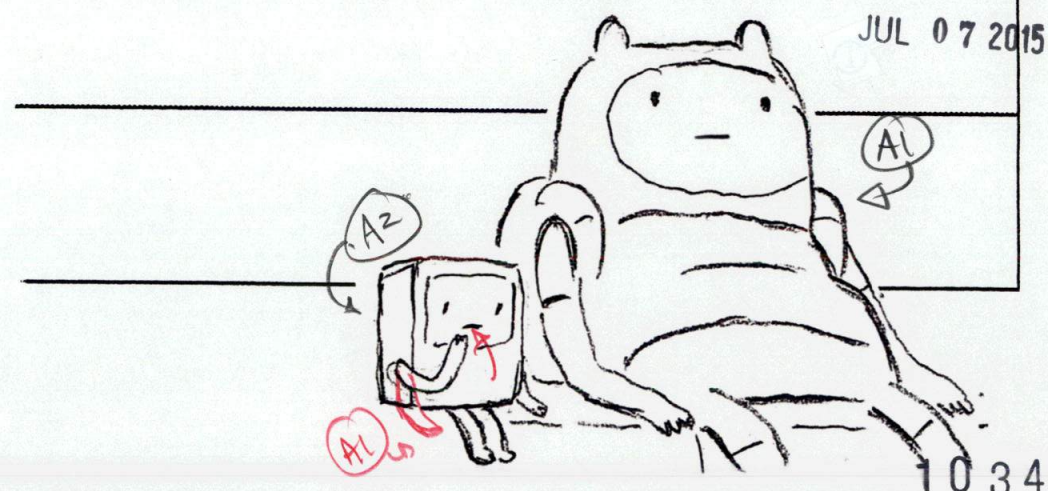
Dialog:

Action:

Timing:

**BMD**: HMM...

**F** I MEAN IT JUST AINT A ACTUAL THING, Y'KNOW, UNLESS YOU CHOOSE TO BELIEVE IT.



EPISODE # 034-220

Production:

1034/220

1034/220



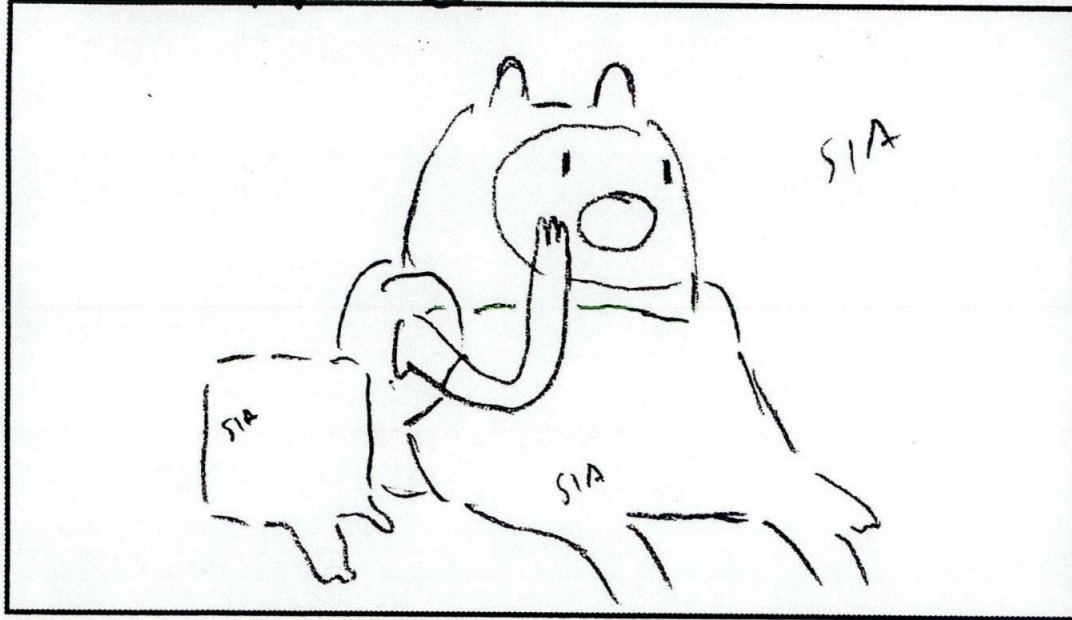
# ADVENTURE TIME



Sc. 165 CONT Pnl. B

Bg.

day night

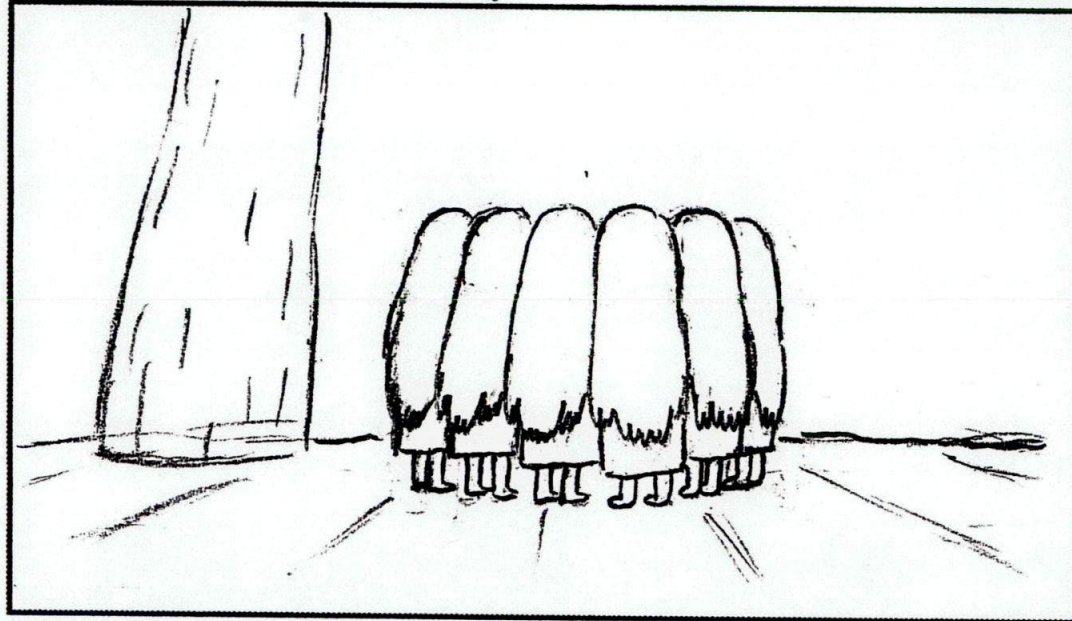


Sc. 166

Pnl. A

Bg.

Page 208  
day night



EPISODE # 1034-220

1034/220

Dialog:

Ⓔ RIGHT TAKE?

Ⓙ [BREATHING HEAVY]

JUL 07 2015

Action:

—  
—  
— SURROUNDED BY  
CREW GUARDS

Timing:



1034/220

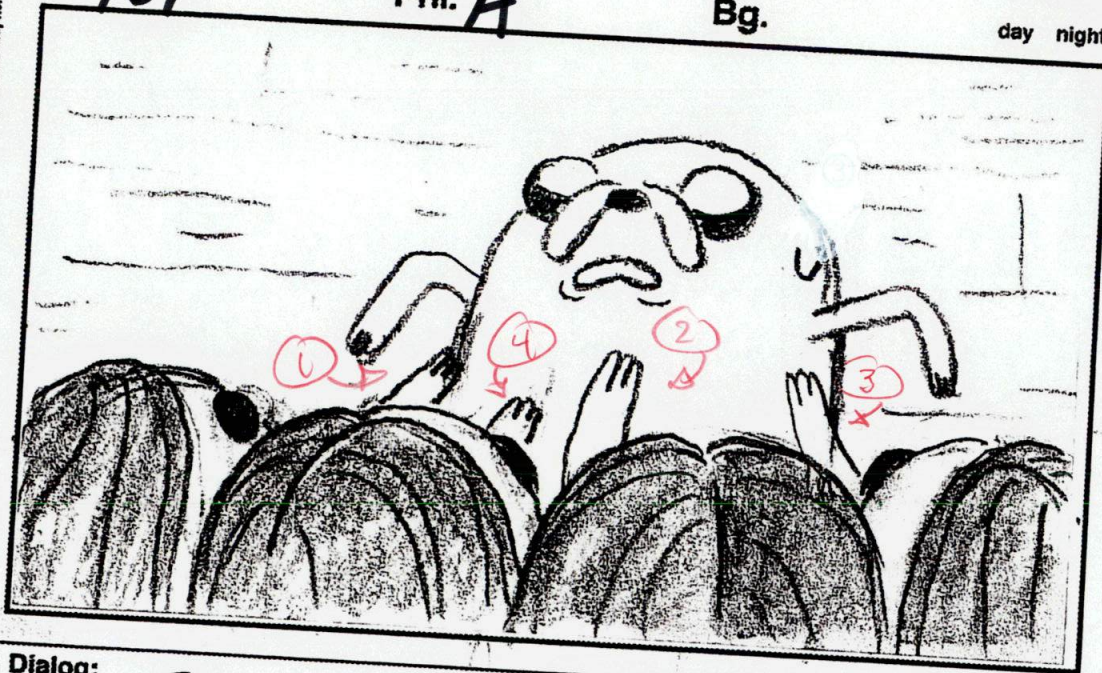
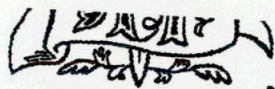


Sc. 167

Pnl. A

Bg.

day night



Sc. 167 cont

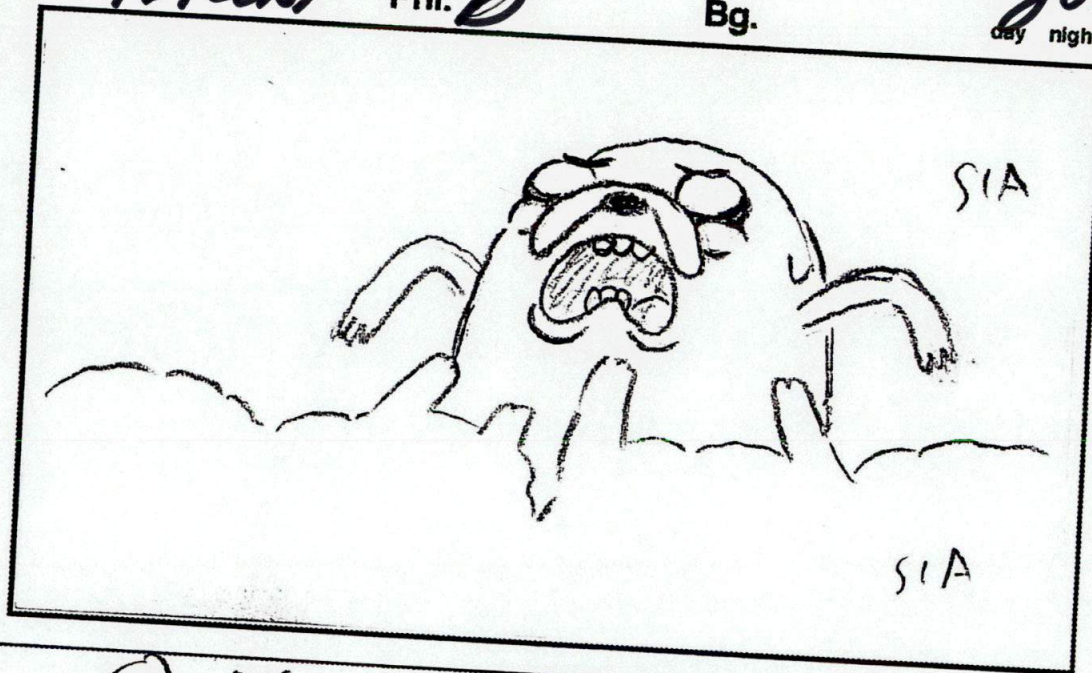
Pnl. B

Bg.

Page

209

day night



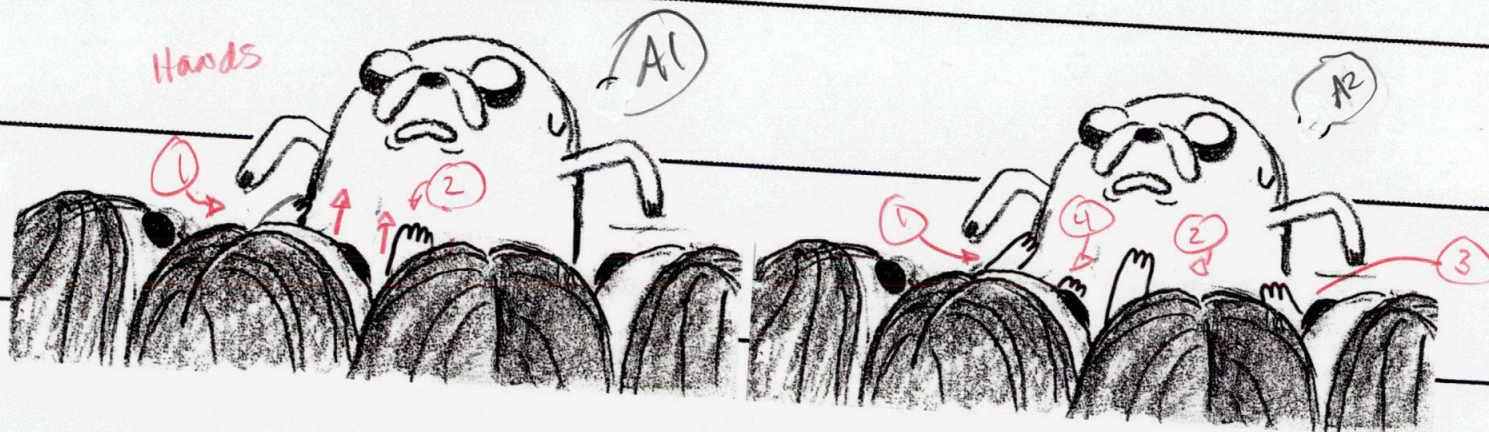
Dialog:

① IT'S BALONEY!  
IT'S BALONEY!

Action:

② IT'S STARCHY'S  
IT'S BALONEY!

Timing:



JUL 07 2015

Production:

EPISODE #

1034-220

1034/220

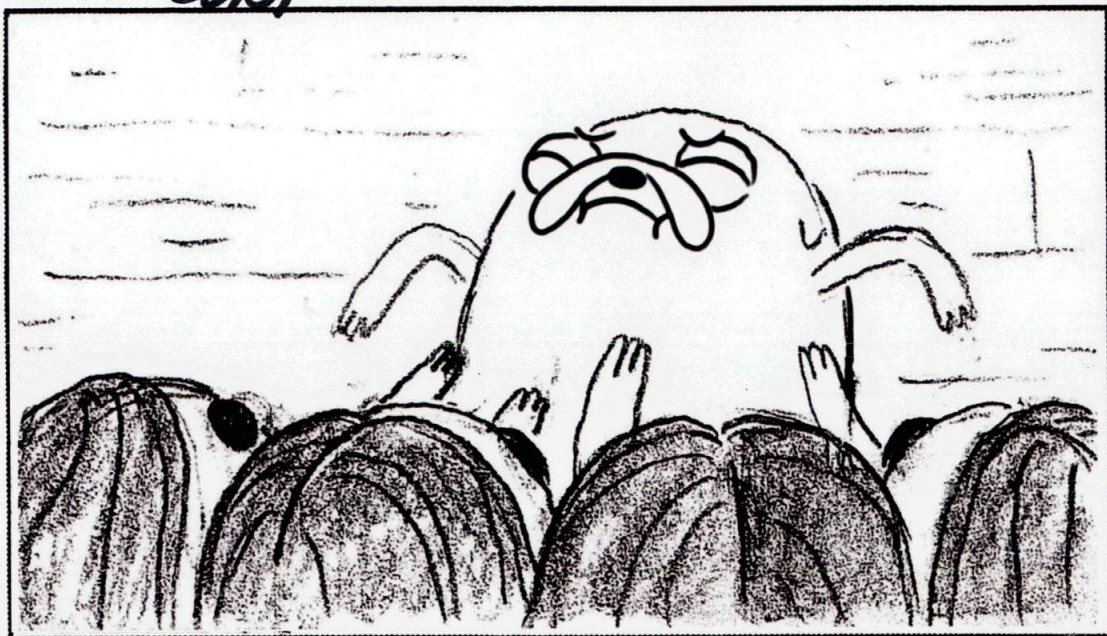


## ADVENTURE TIME

Sc. 167 *CONT* Pnl. C

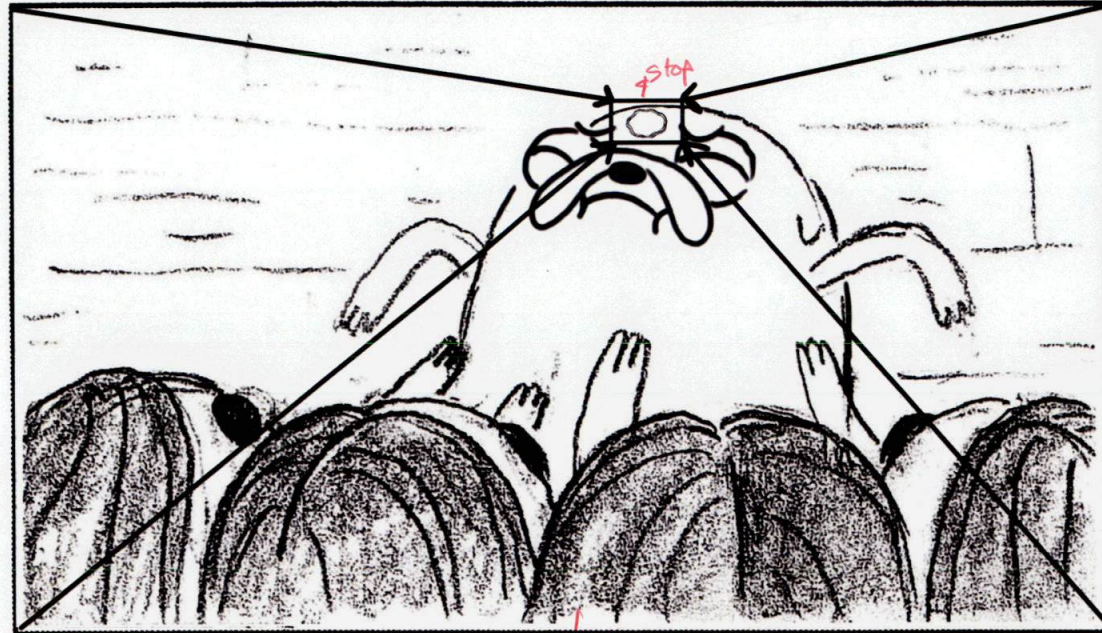
Bg.

day night

Sc. 167 *CONT* Pnl. D

Bg.

day night



Dialog:

①: JUST GOTTA THINK OF  
SOMETHING WHOLESOME

Diag truck  
IN

Into Fists



- TRUCK IN / ANIMATE INTO  
JAKE'S FOREHEAD LIKE IN  
TIME SANDWICH

JUL 07 2015

EPISODE # 1034-220

Production:

1034/220



1034/220

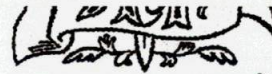
Sc. 168

Pnl.

A

Bg.

day night



Sc.

168 cont

Pnl.

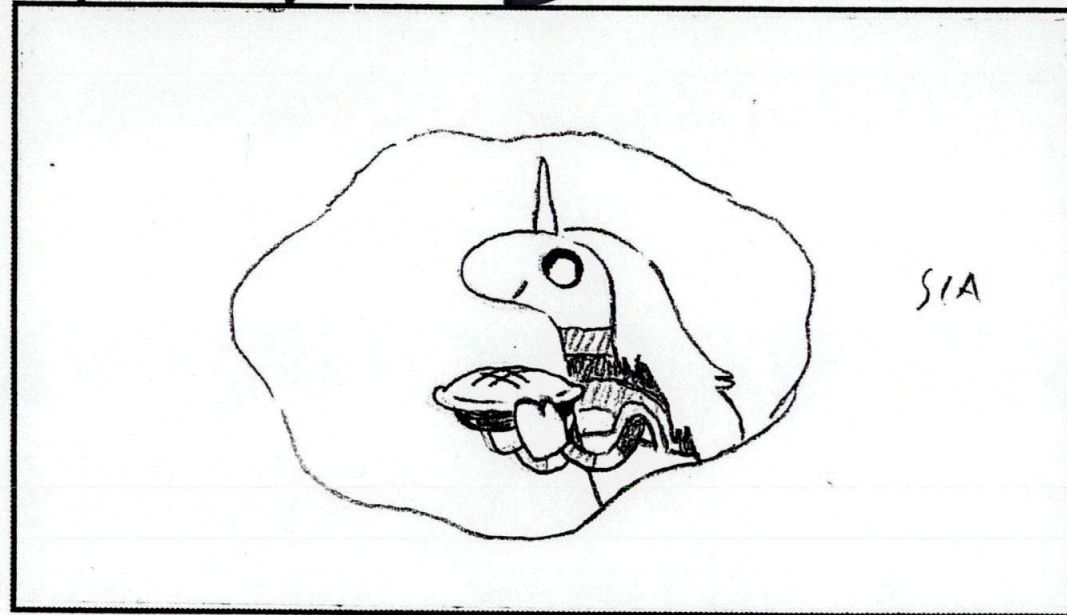
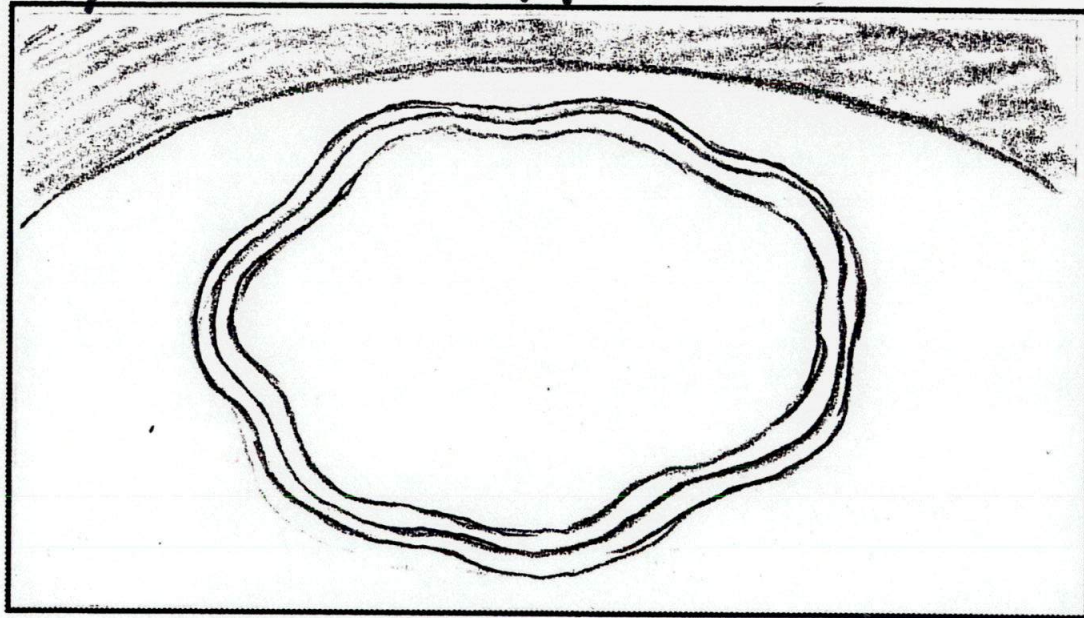
B

Bg.

Page

211

day night



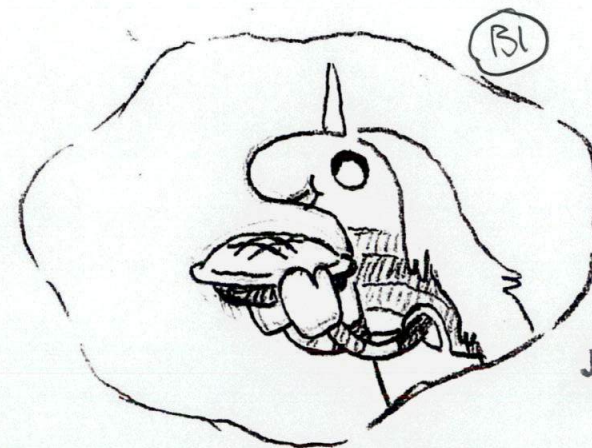
Dialog:

Action:

THOUGHT BLOB APPEARS  
(WHITE BG)

Timing:

(LR): LETS HAVE PIC!



JUL 07 2015

EPISODE # 1034-220

1034/220

1034/220



# ADVENTURE TIME

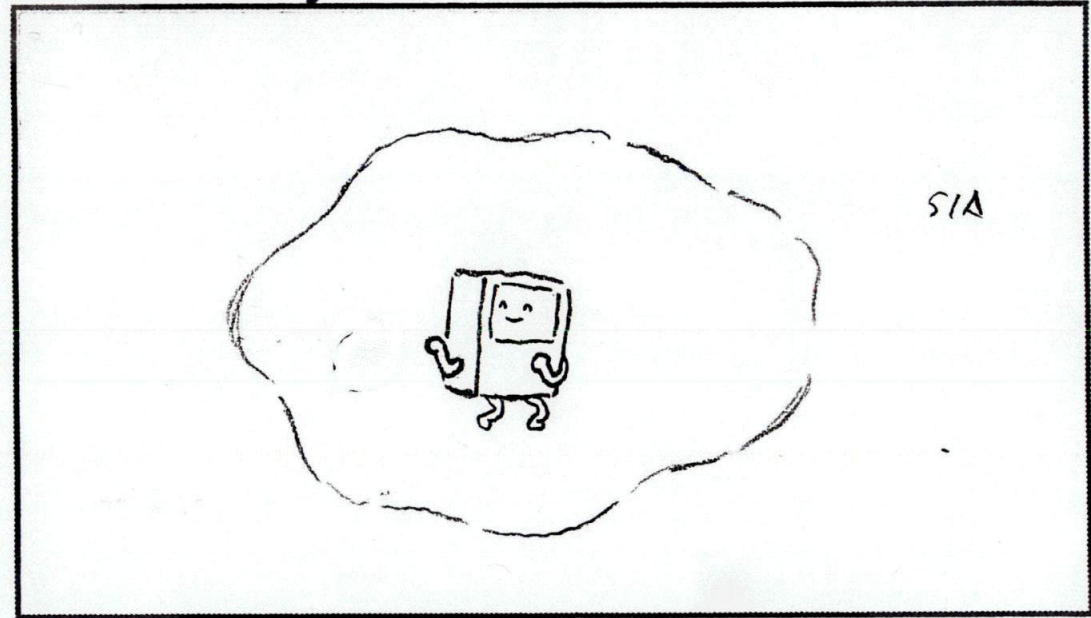
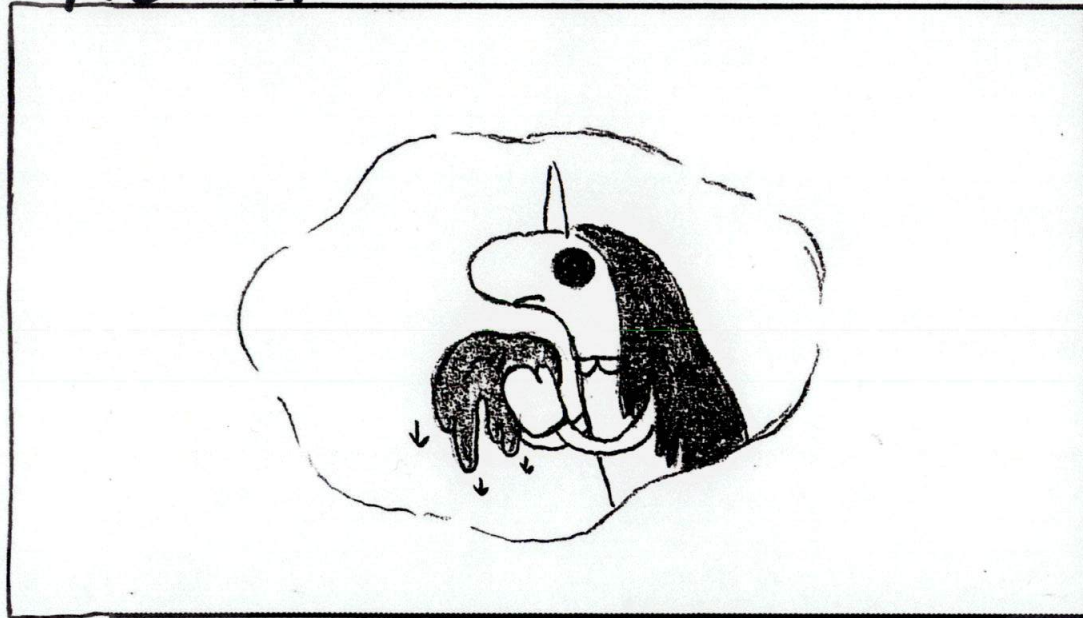


Sc. **168 cont** Pnl. **C** Bg.

day night

Sc. **168 cont** Pnl. **D** Bg.

day night



Dialog:

J: (O/S) AH!

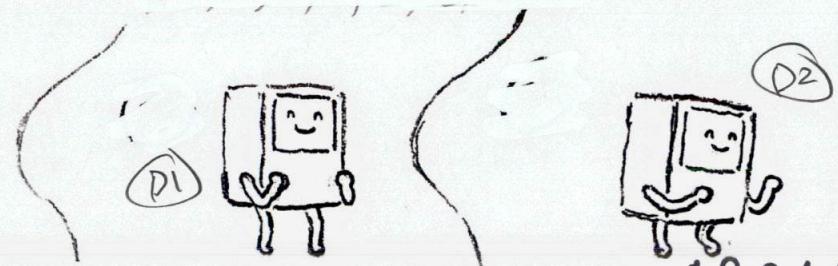
Action:

- LADY'S HAIR GOES BLACK/DROOPS  
- PIG TURNS TO BLACK SLUDGE

- TRANS TO BMO  
- BMO DANCING

1 JUL 07 2015

Timing:



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Production:

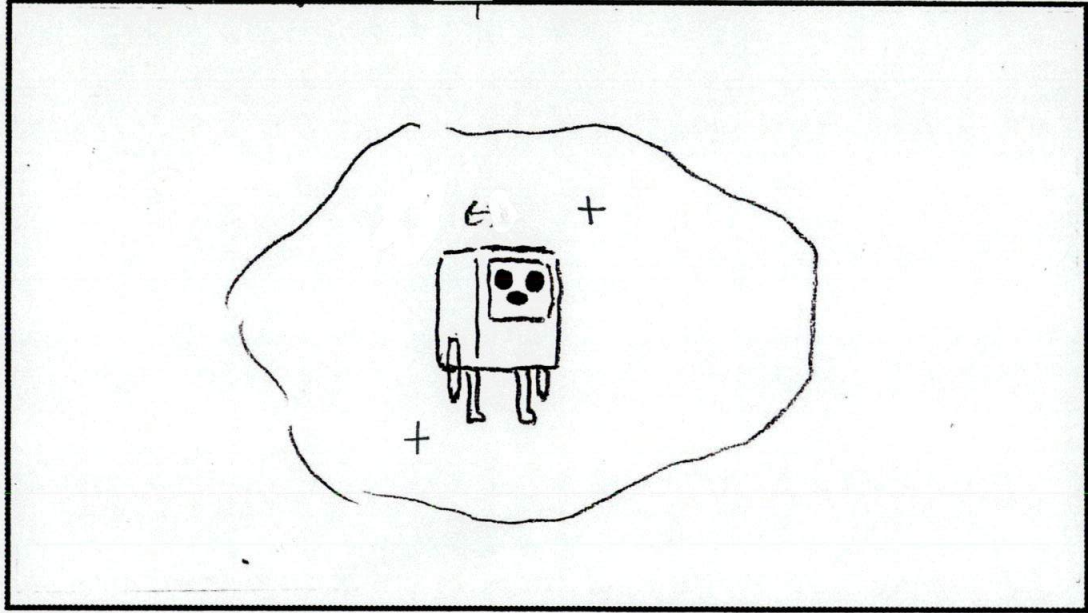
1034/220



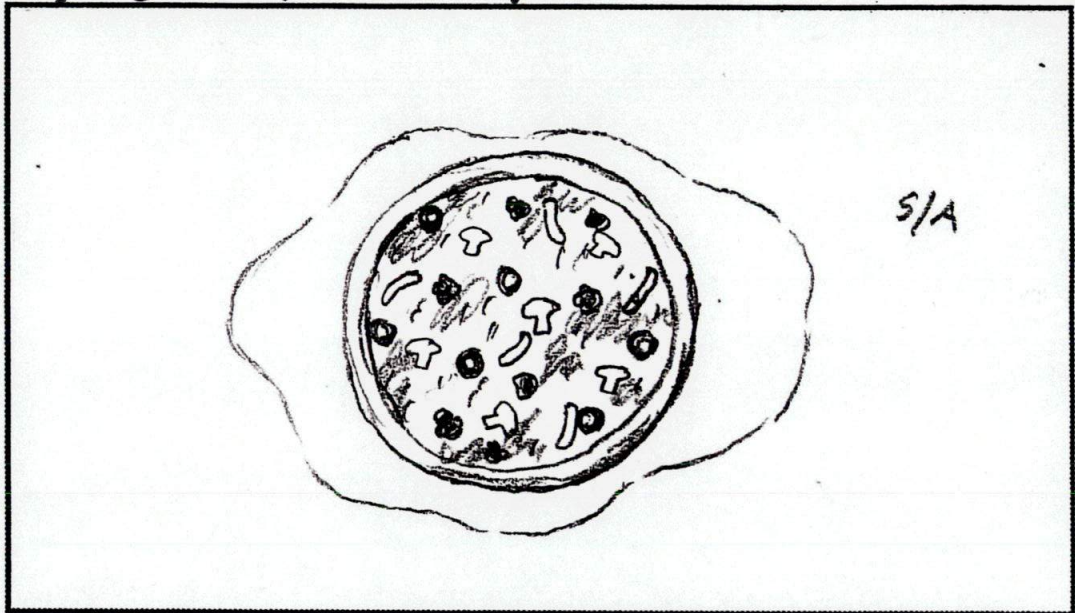
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1034/220

Sc. 168 cont Pnl. E Bg. day night



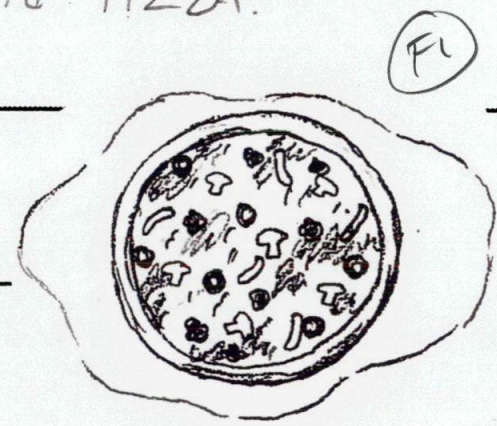
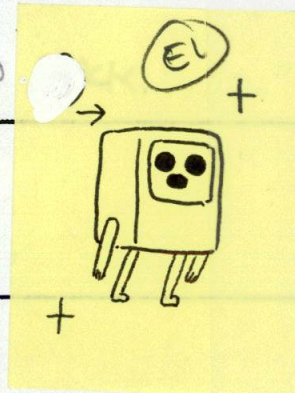
Sc. 168 cont Pnl. F Bg. day night Page 219



Dialog:  
BMO: [OFF KEY SLOWER CREEPY SLOWER HUMMING]  
[OR MAYBE TOTALLY DIFFERENT - LOUD ABRASIVE COMPUTER NOISES?]  
NO! SOMETHING ELSE!  
SFX: ANGELIC MUSIC?

Action:  
- SWAYING SLOWLY  
- BMO'S EYES AND MOUTH GO BLACK  
- TRANS. TO PIZZA.

Timing:  
- SWAY CYCLE



JUL 07 2015

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# ADVENTURE TIME

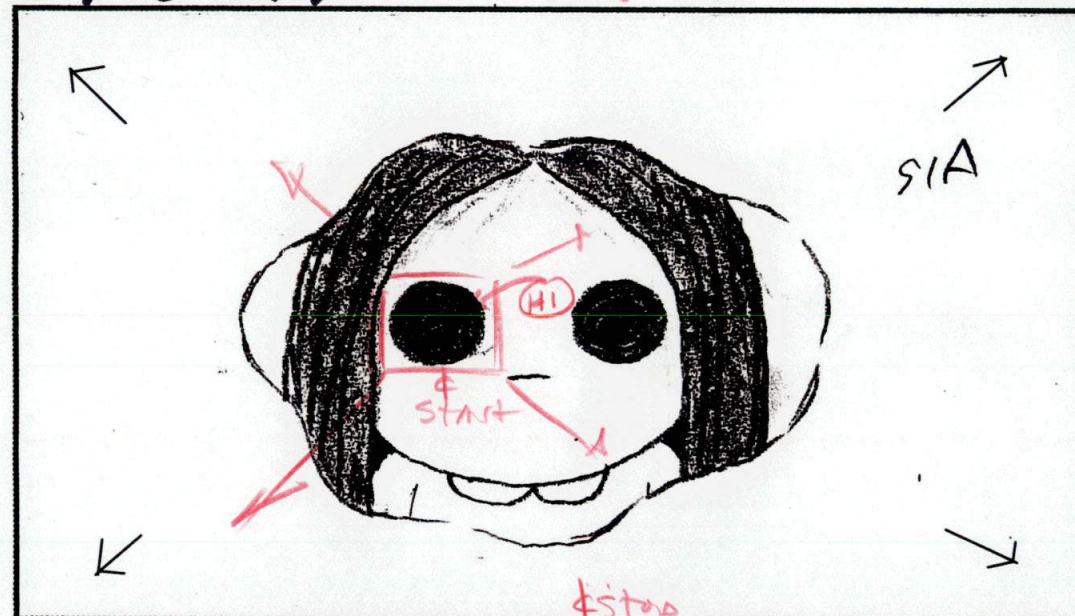
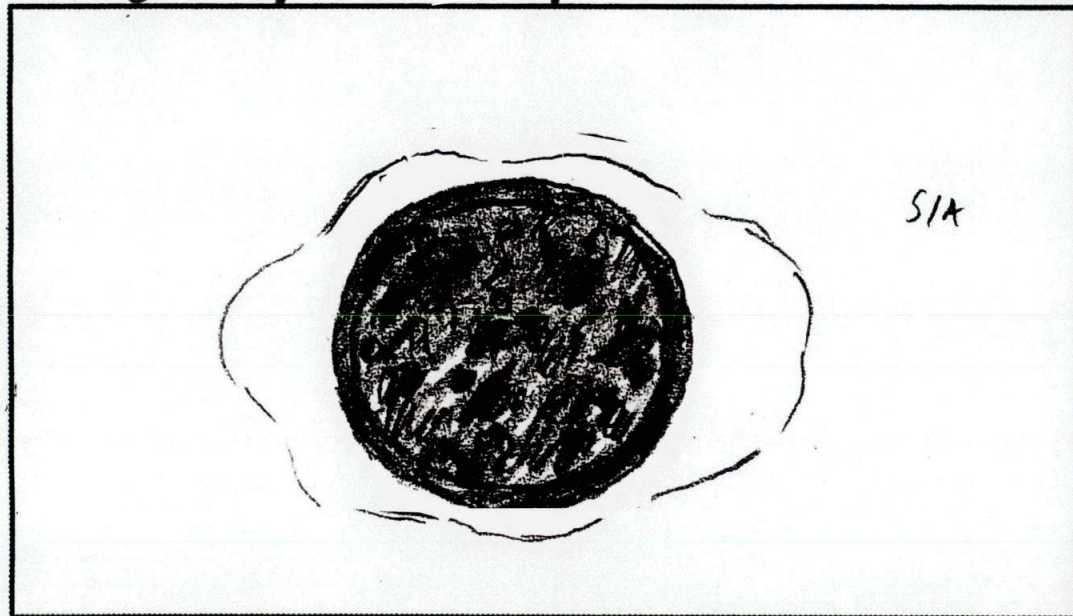


Sc. **16B CONT** Pnl. **G** Bg.

day night

Sc. **16B CONT** Pnl. **H** Bg. **FIELD**

Page **214**  
214A NEXT  
day night



Dialog:

Action: -PIZZA BECOMES  
DARK AND  
CREEPY.

Timing:

SFX : "PSYCHO" STRINGS  
(OR SOMETHING)

Diag  
truck  
out

JUL 07 2015

- QUICK TRUCK OUT TO REVEAL  
CREEPY GIRL/PIZZA BECOMES  
HER LEFT EYE, TURNS TOTALLY BLACK

EPISODE # 1034-220

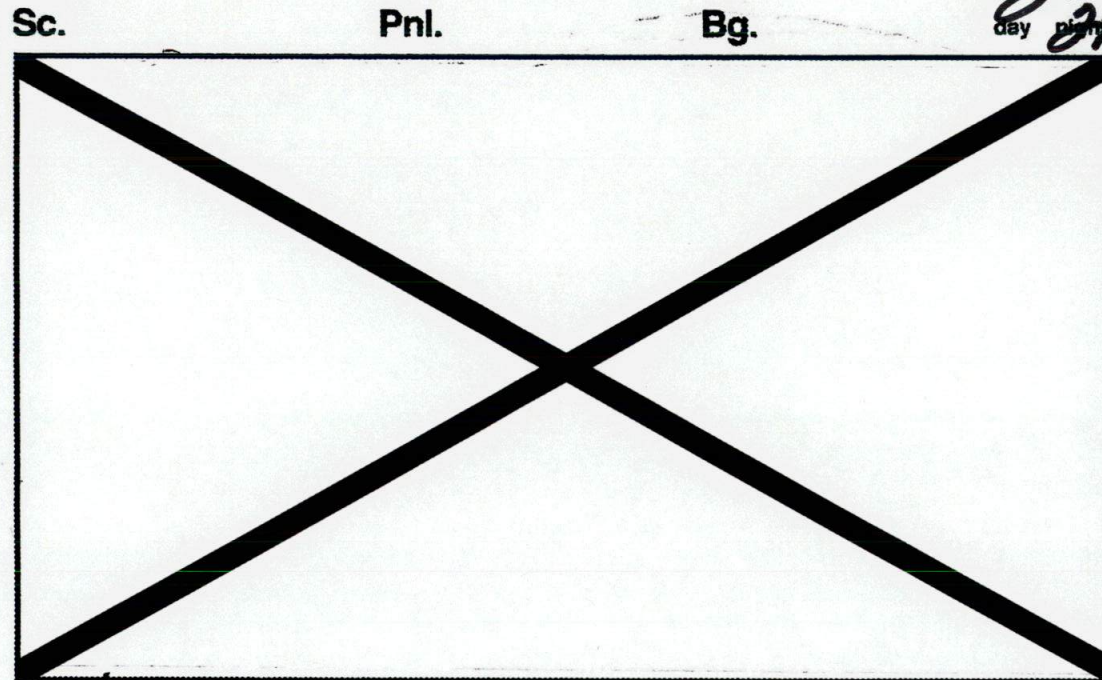
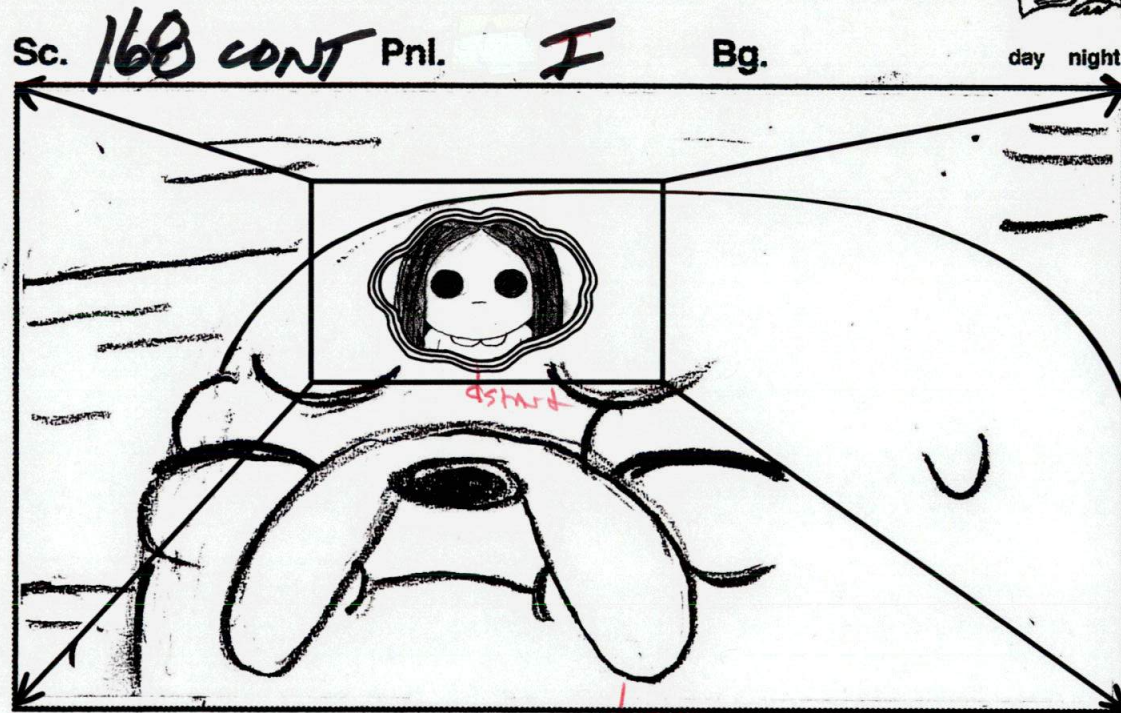
1034/220

Production:

1034/220



1034/220



Dialog:
Action: <b>Dialog</b> - TRUCK OUT
Timing:

JUL 07 2015

EPISODE # 1034-221

Production:

1034/220

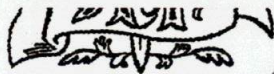
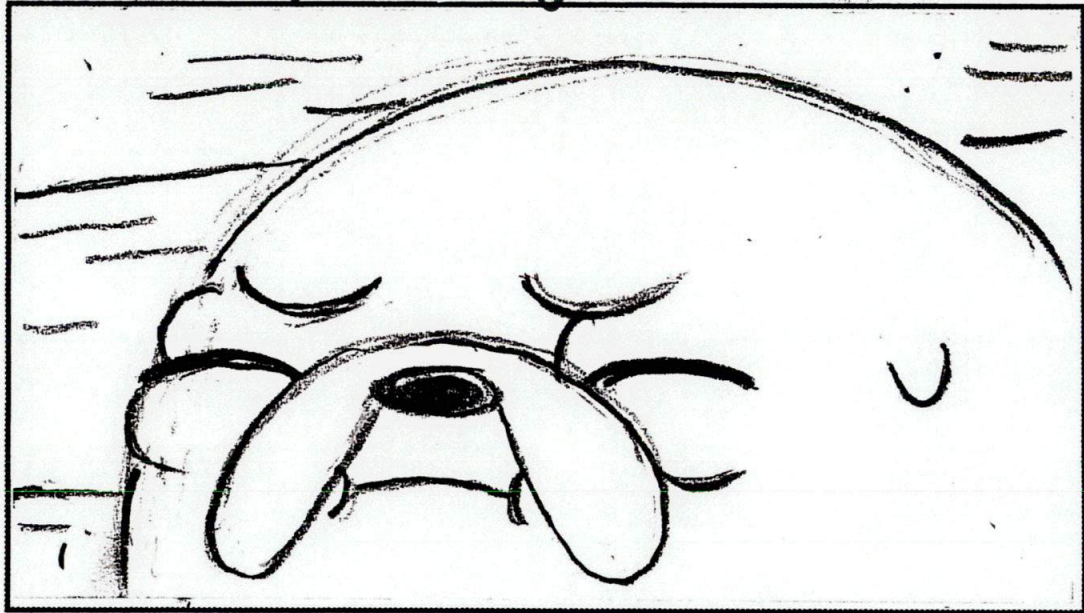
1034/220



1034/220

Sc. 168 cont Pnl. J Bg.

day night



Sc. 168 cont Pnl. K Bg.

Page 215  
day night



Dialog:

Action:

- THOUGHT BLOB VANISHES.

Timing:

NOOOOOOOO →

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Production:

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# ADVENTURE TIME



Sc. **169**

Pnl. **A**

Bg.

day night

Sc. **169 CONT** Pnl. **B**

Bg.

Page **216**  
day night



Dialog:

⑤ ... ○ ○ ○ ○ →

Action:

Timing:

⑤ PIZZA'S CREEPY  
NOW...

JUL 07 2015

EPISODE # 1034-220

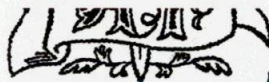
Production:

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Sc. 169 CONT

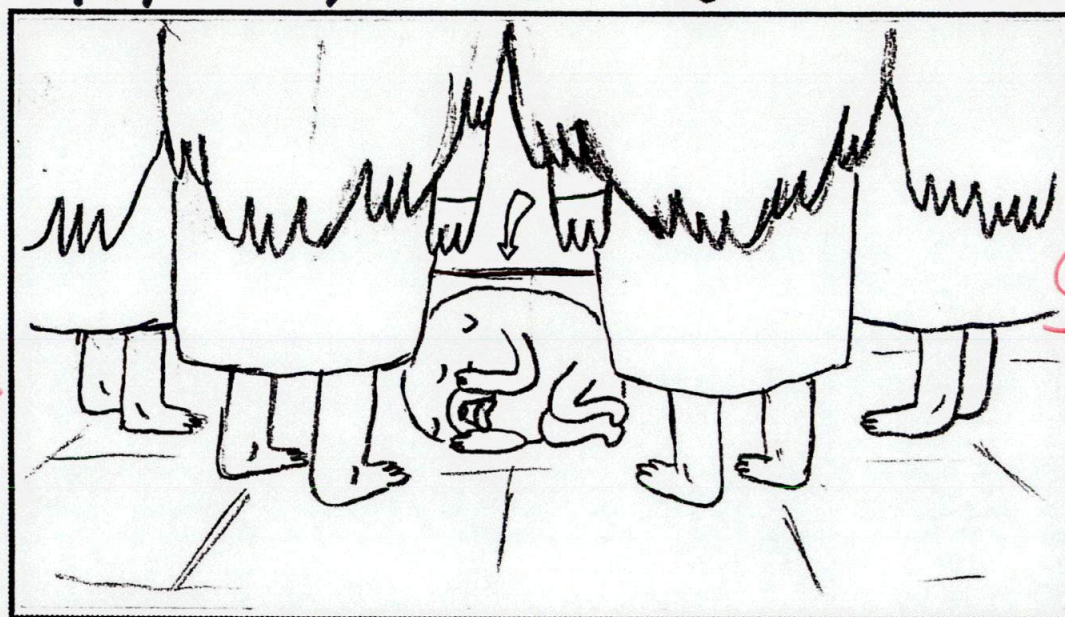
Bg.

day night

Sc. 169 CONT

Bg.

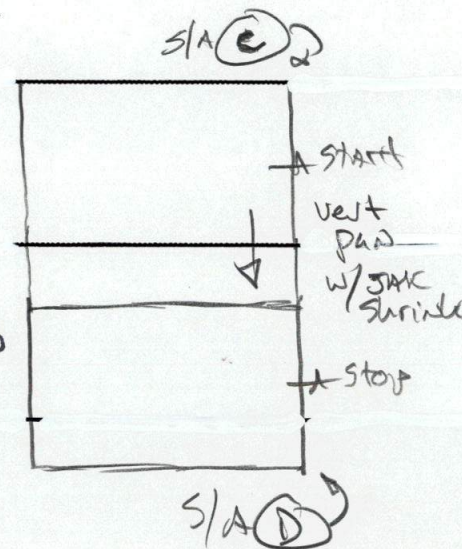
day night



⑤ (SOBBING)

- J SHRINKS  
- PAN w/ JAKE.

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Production:

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# ADVENTURE TIME

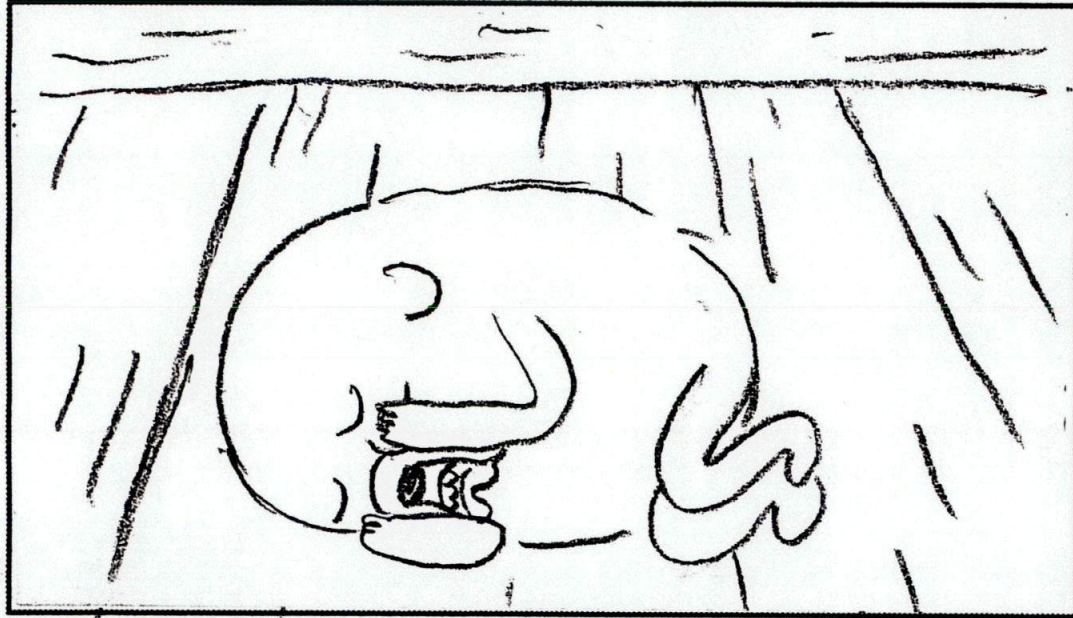


Sc. **170**

Pnl. **A**

Bg.

day night

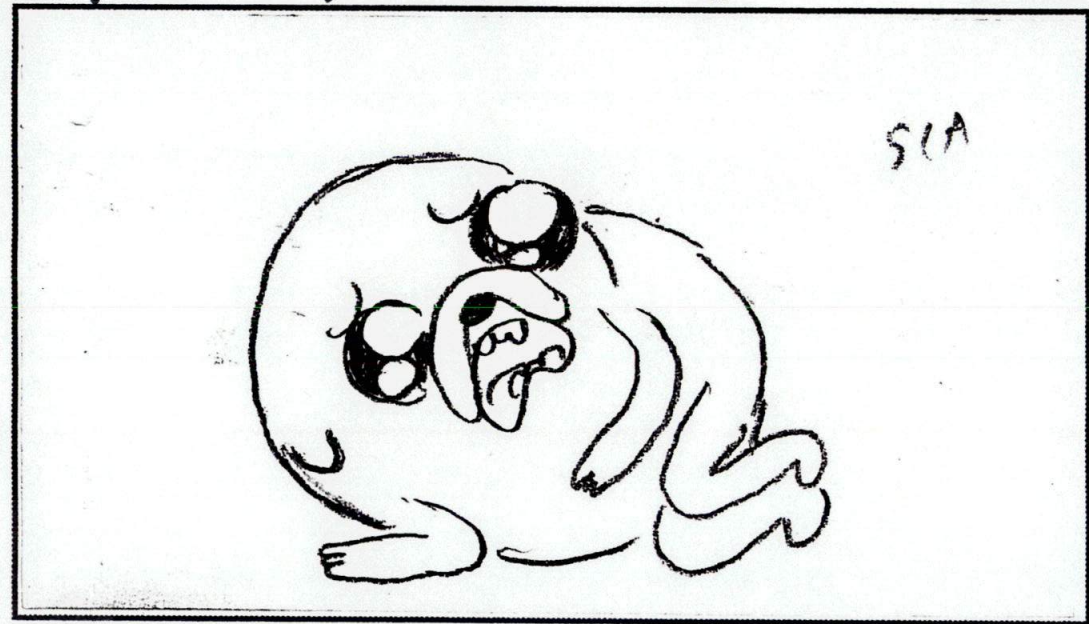


Sc. **170 cont**

Pnl. **B**

Bg.

day night



Dialog:

(J) YOU WIN, ALRIGHT?  
YOU'RE MAD CREEPY-

Action:

JUL 07 2015

Timing:

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Production:

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1034/220



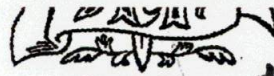
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Sc. 170 CONT Pnl. C

Bg.

day night

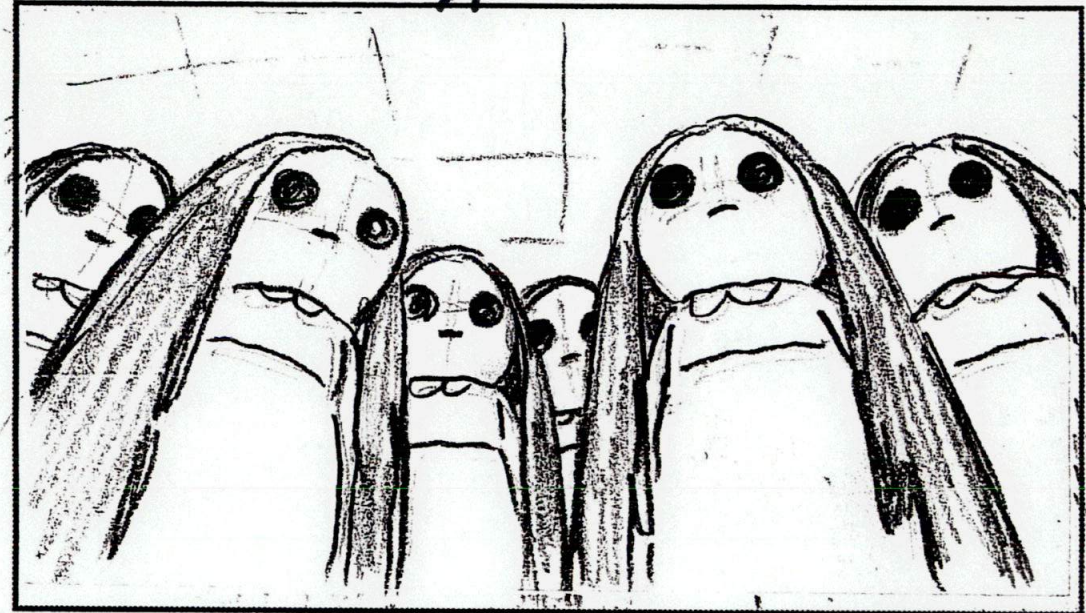
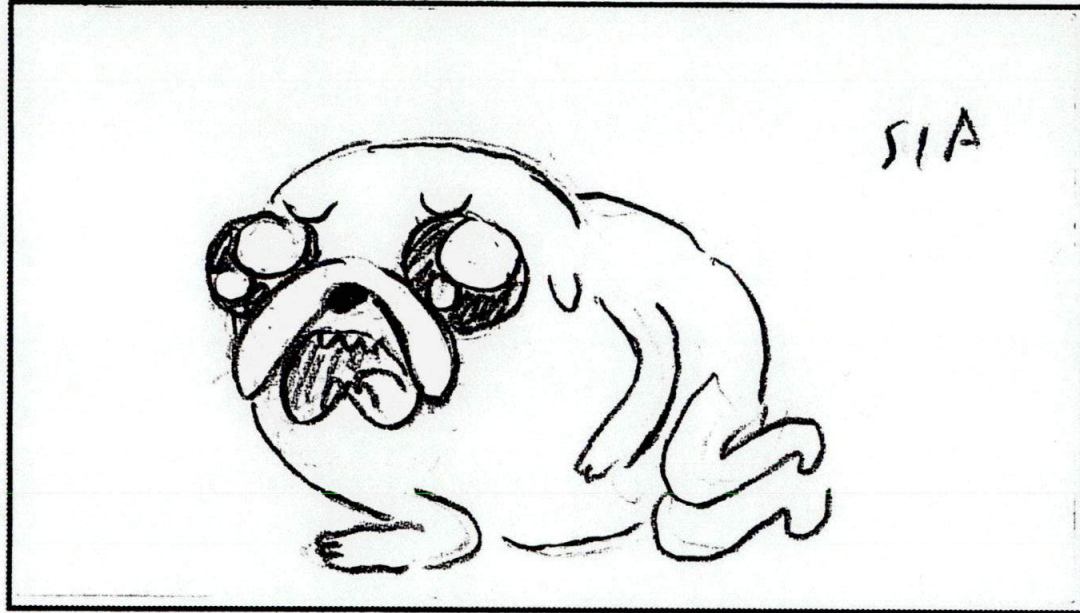


Sc. 171

Pnl. A

Bg.

Page 219  
day night

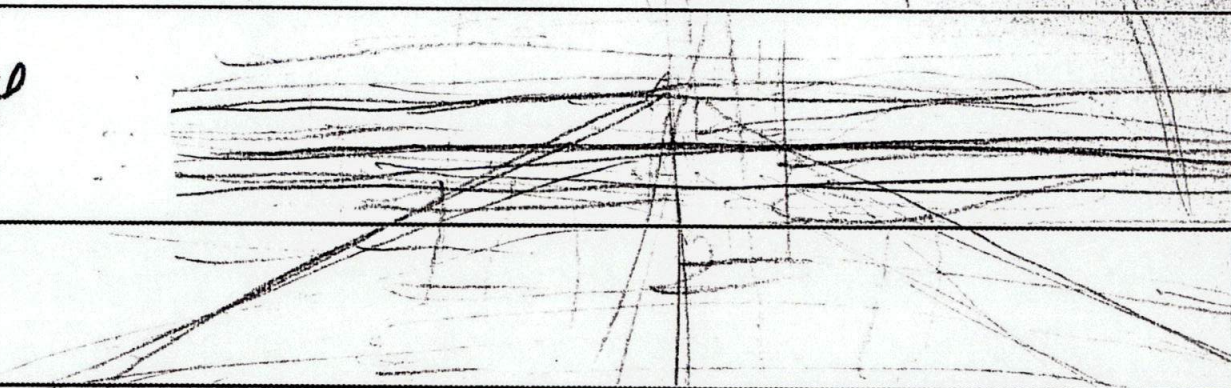


Dialog:

① DO WHAT YOU WILL  
YOU GLOBLESS BLANK-EYED  
GIRLS!

Action:

Timing:



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# ADVENTURE TIME



Sc. 171 CONT Pnl. B

Bg.

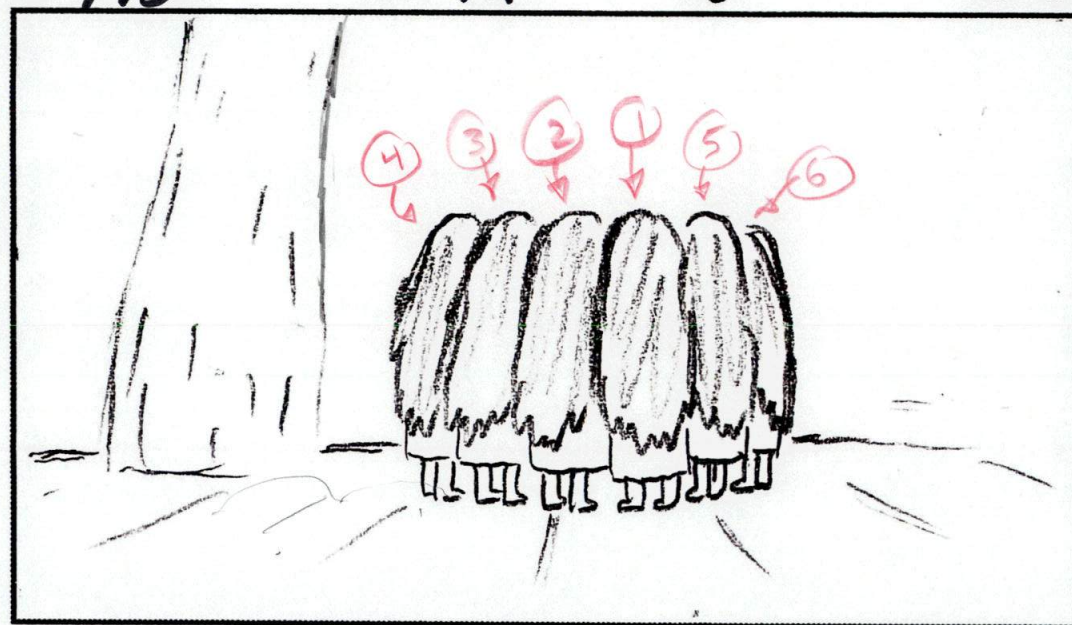
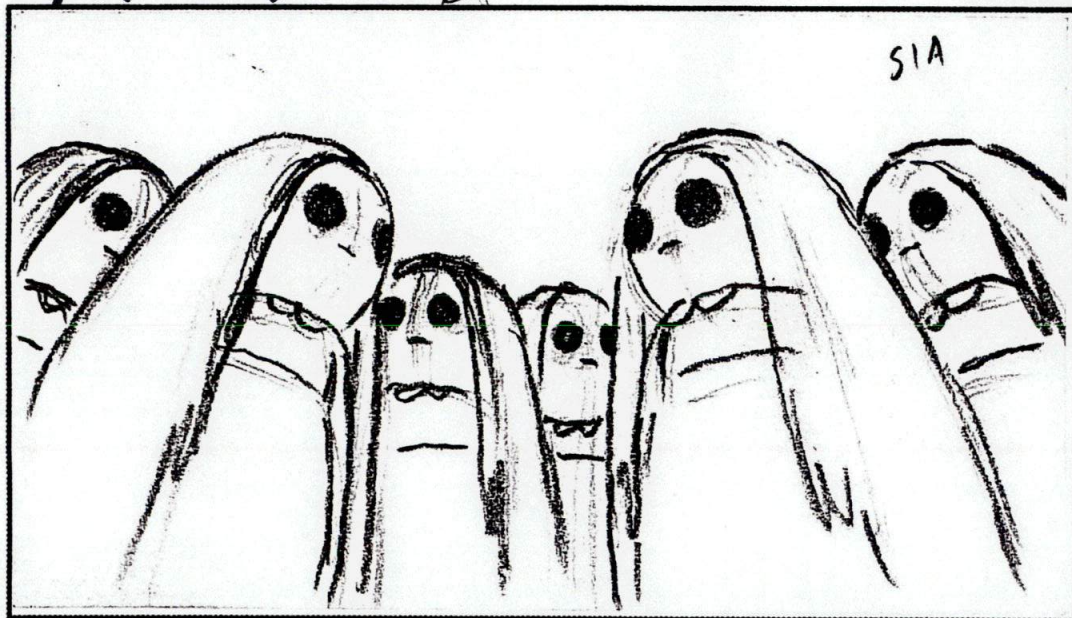
day night

Sc. 172

Pnl. A

Bg.

Page 270  
day night



Dialog:

Action:

- GIRLS LOOK AT EACH OTHER.

JUL 07 2015

Timing:

EPISODE # 1034-220

Production:

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1034/220



# ADVENTURE TIME



Page **221**

Sc. **172 CONT** Pnl. **B**

Bg.

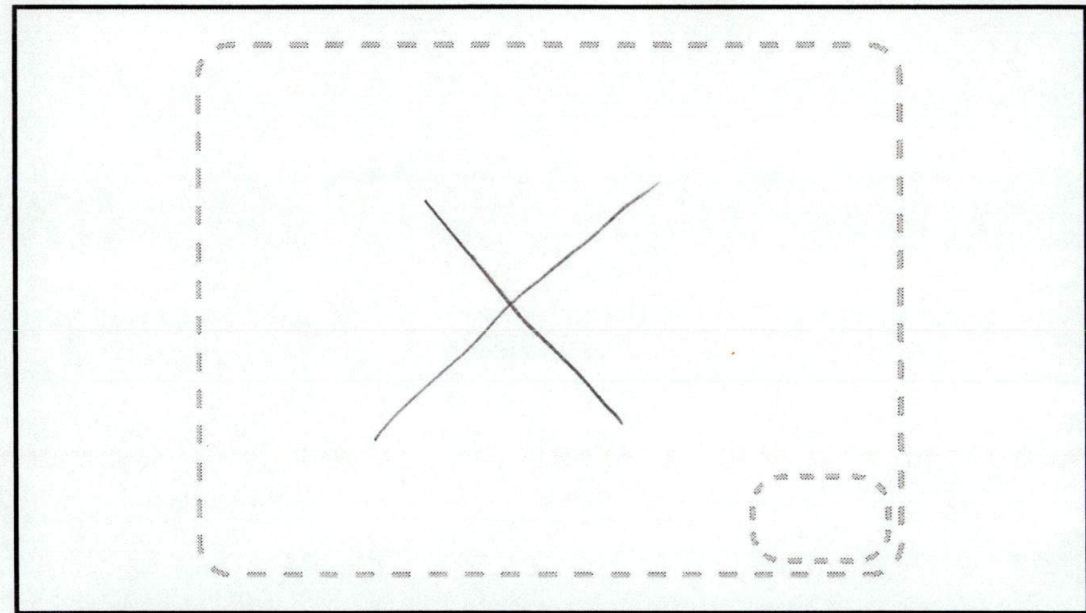
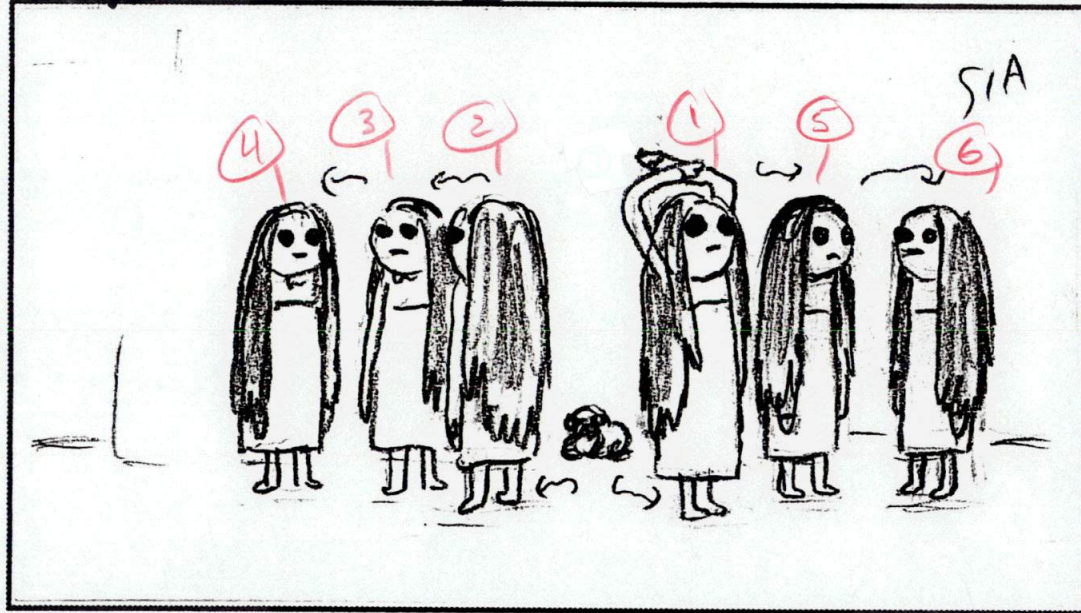
day night

Sc.

Pnl.

Bg.

day night



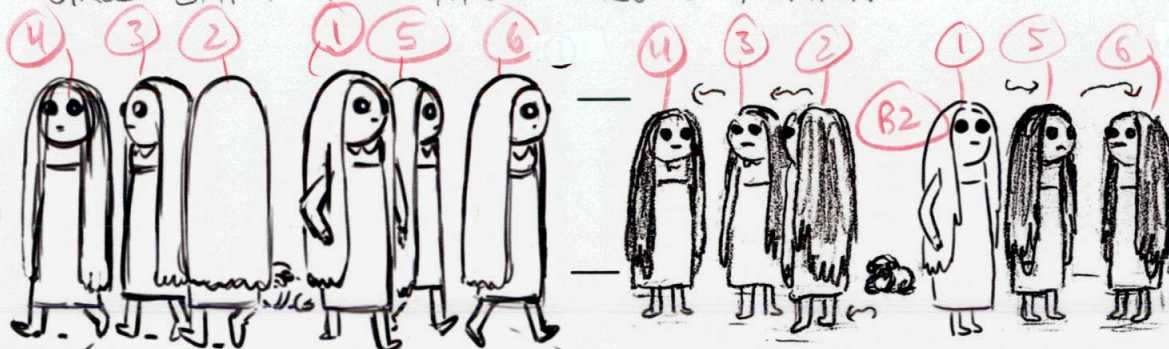
Dialog:

Action:

- GIRLS SHIFT INTO MORE CASUAL POSITION.

Timing:

**B1**



JUL 07 2015

EPISODE #

Production:

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1034/220



1034/220

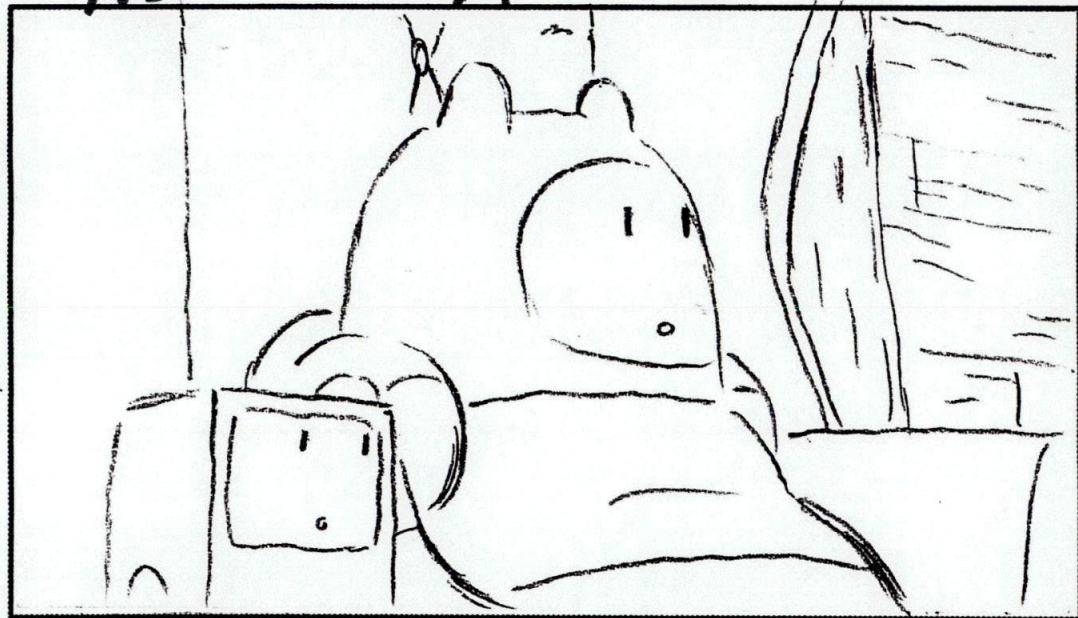
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# ADVENTURE TIME



Page **222**

Sc. **173** Pnl. **A** Bg. day night



Sc. **174** Pnl. **A** Bg. day night



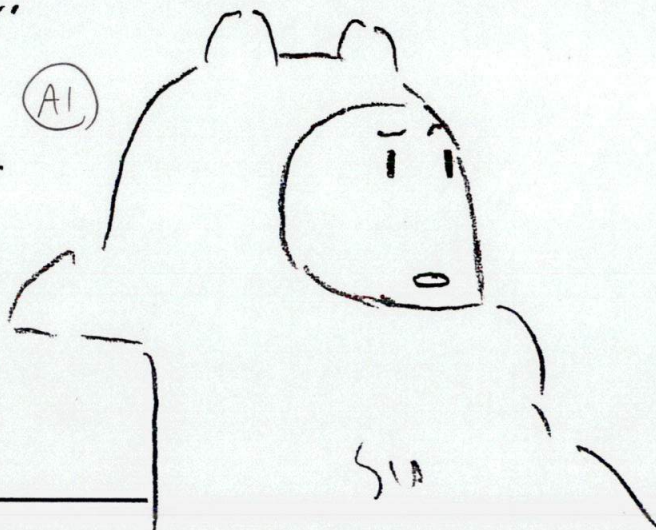
Dialog:

(F) : Uh...

(A)

Action:

Timing:



JUL 07 2015

EPISODE # 1034-220

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Production:

1034/220



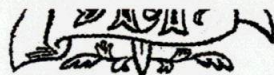
1034/220

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Sc. 174 cont Pnl. B

Bg.

day night



Sc. 175

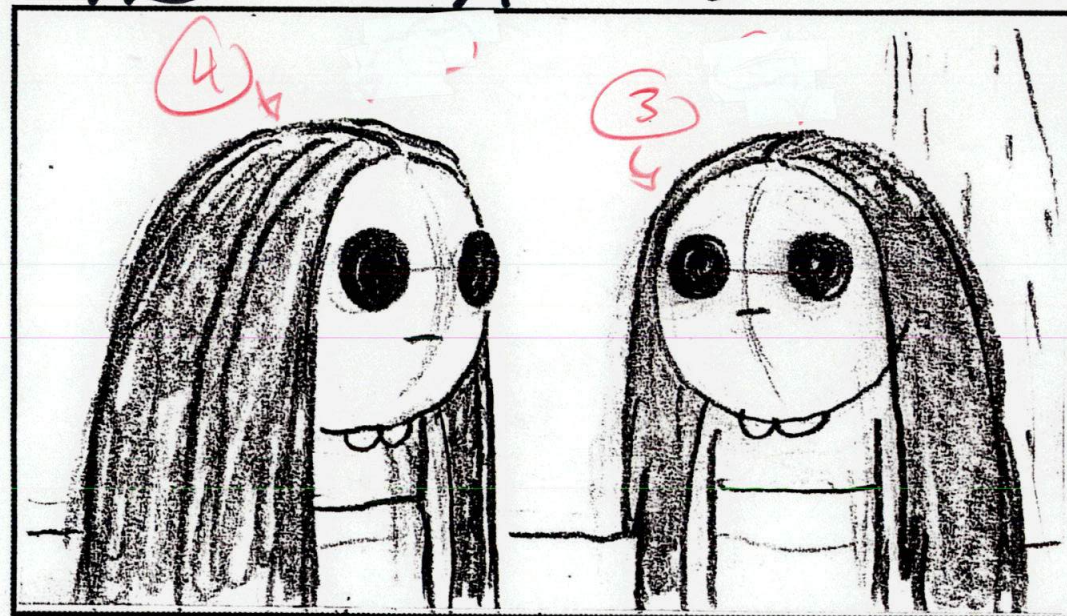
Pnl. A

Bg.

Page

day night

223



Dialog:

⑤: WHA---?

Action:

Timing:

JUL 07 2015

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EPISODE #

Production:

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1034/220



ADVENTURE TIME



Sc. **175 cont** Pnl. **B**

Bg.

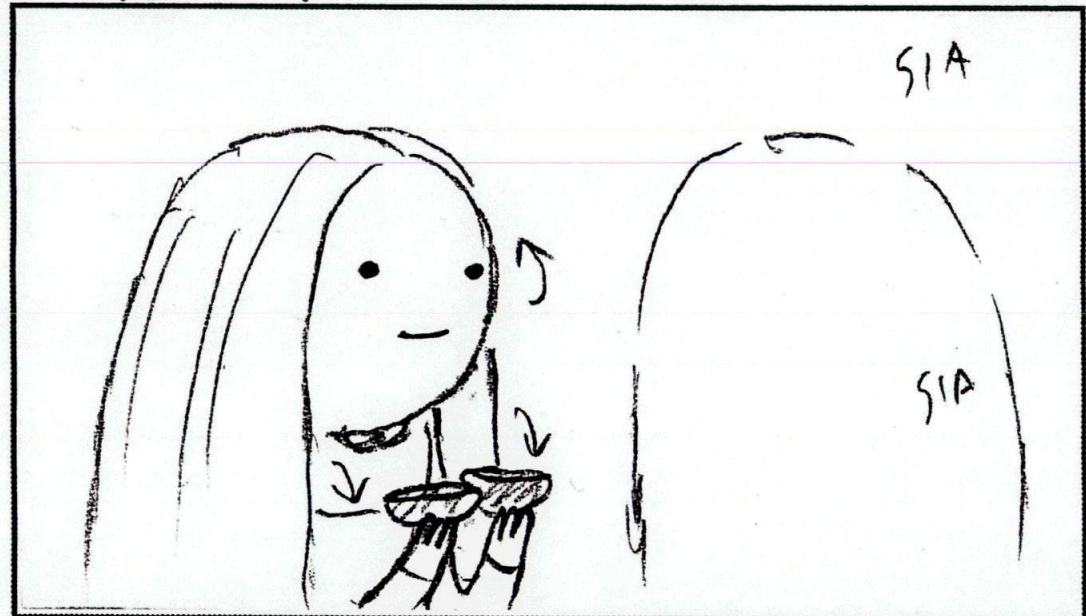
day night



Sc. **175 cont** Pnl. **C**

Bg.

day night



Dialog:

SFX = POP POP

Action:

- GIRL POPS OFF FAKE BLANK JUL 10 7 2015

Timing:

EPISODE # 1034-220

Production:

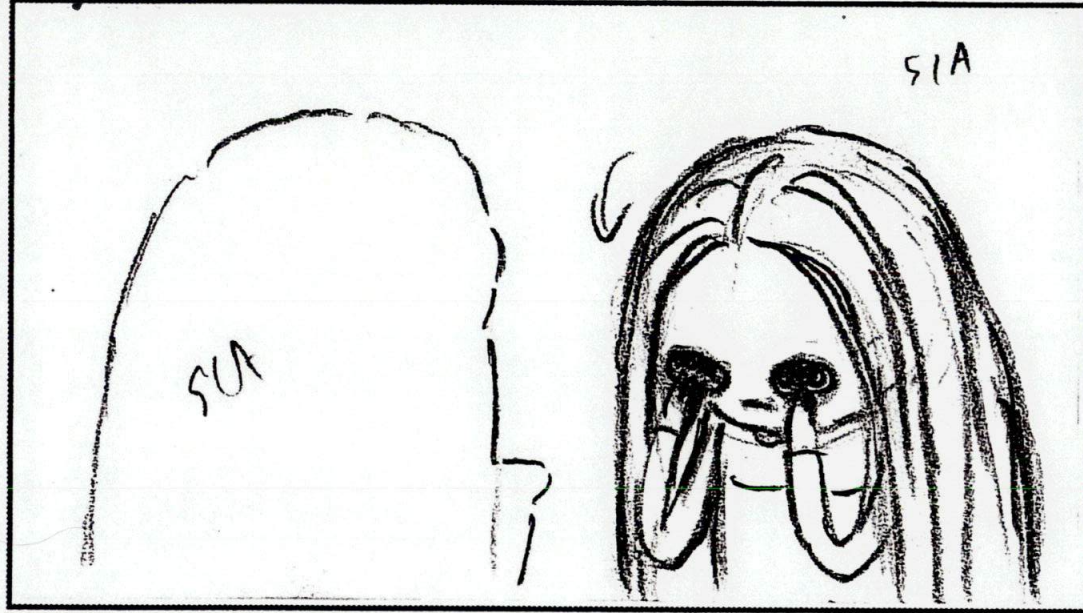
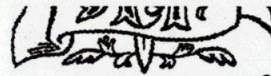


1034/220

Sc. 175 CONT Pnl. D

Bg.

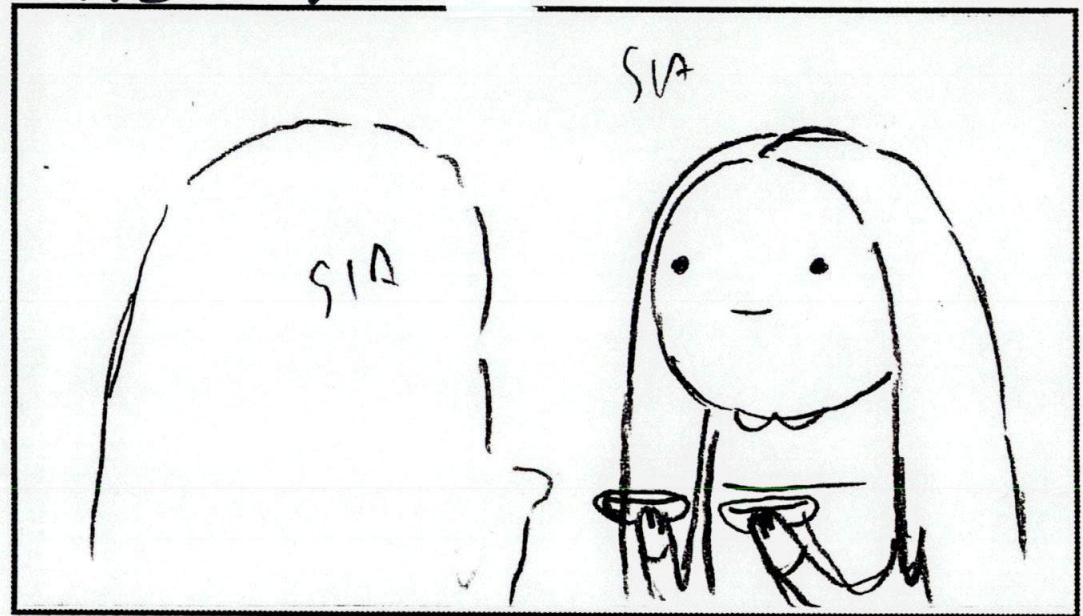
day night



Sc. 175 CONT Pnl. E

Bg.

Page 225  
day night



Dialog:

SFX: \*POP-POP\*

Action:

- 2<sup>ND</sup> GIRL POPS OFF FAKE EYES.

Timing:

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# ADVENTURE TIME

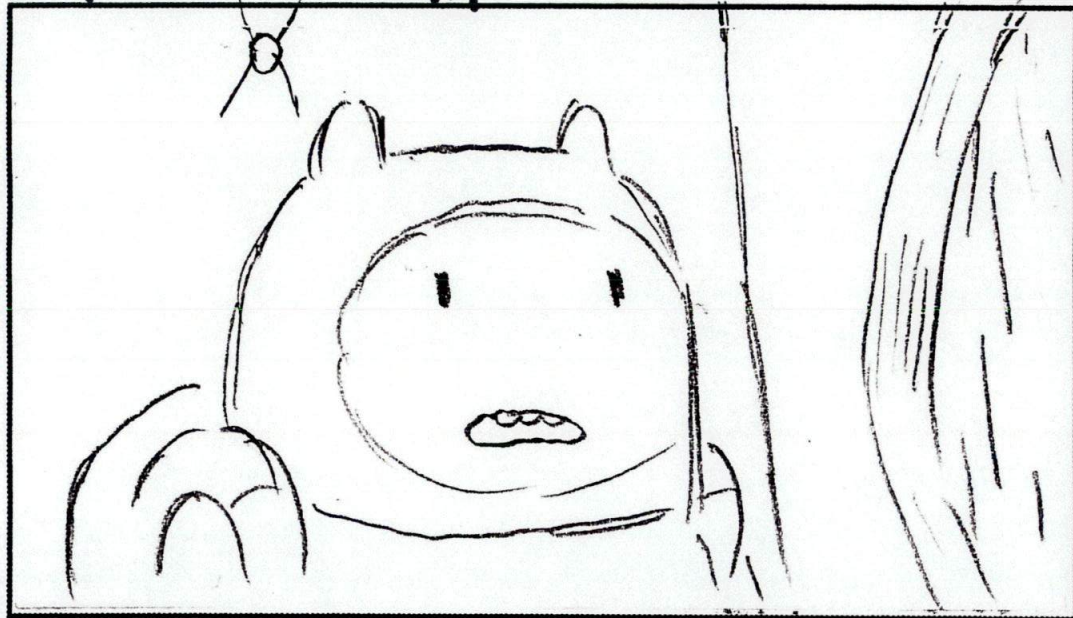


Sc. 176

Pnl. A

Bg.

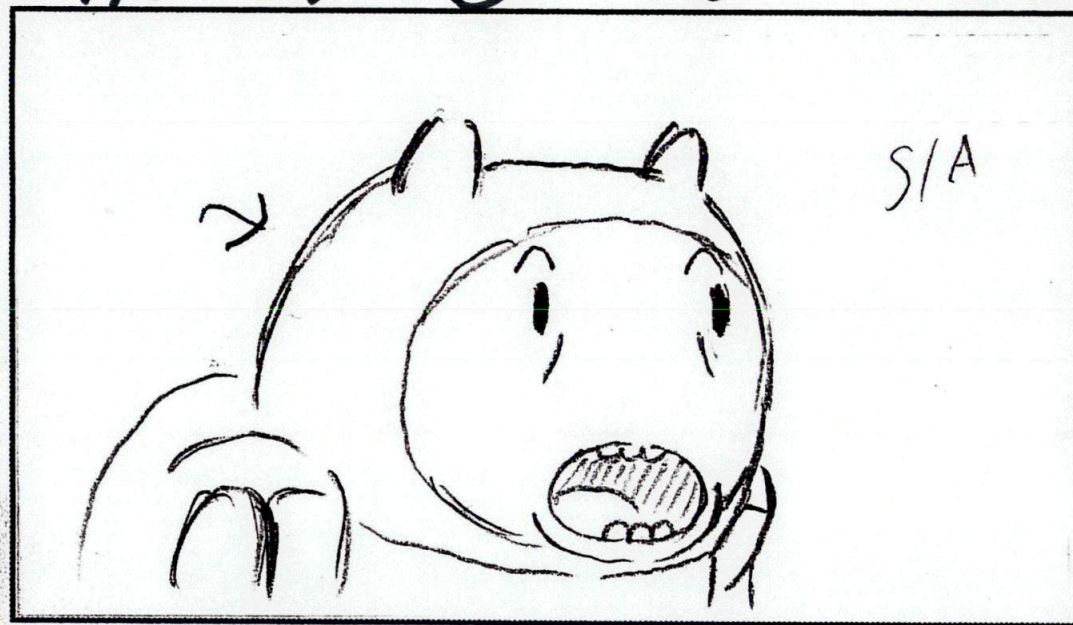
day night



Sc. 176 cont Pnl. B

Bg.

Page 226  
day night



Dialog:

(SP)

ⓕ : . . .

Action:

JUL 07 2015

Timing:

EPISODE # 1034-220

Production:

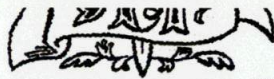
1034/220

1034/220



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ADVENTURE TIME



Sc. 177

Pnl. A

Bg.

day night

Sc. 177 cont Pnl. B

Bg.

Page 227  
day night



Dialog:

⑤ WHAT...THE...BUTT FUZZ...  
[SLOW, BUILDING]

Action:

Timing:

JUL 07 2015

EPISODE # 1034-220

Production:

1034/220

1034/220



1034/220

# ADVENTURE TIME



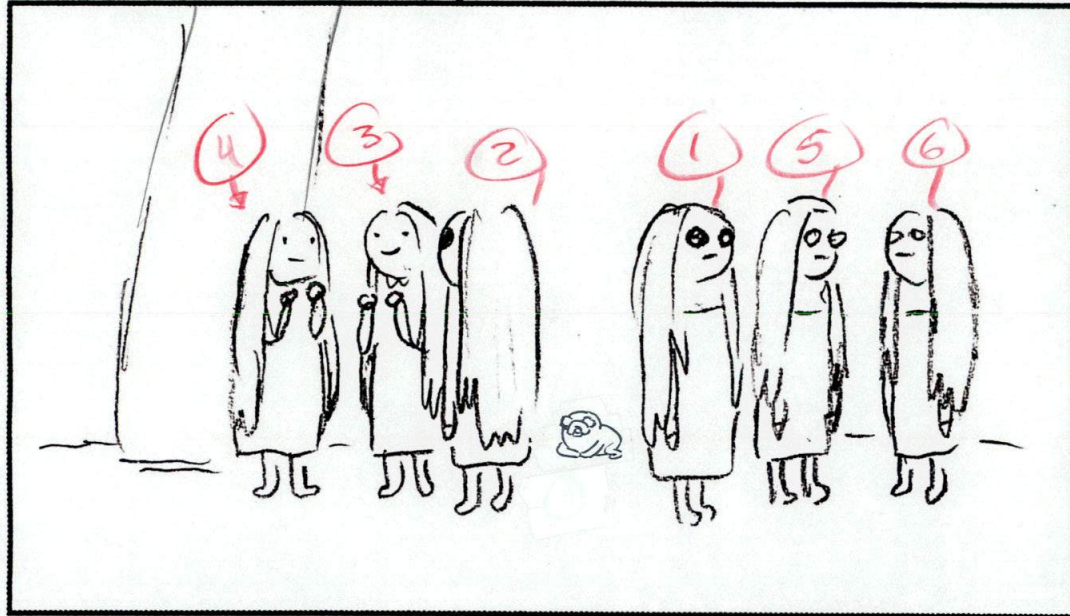
Page **228**

Sc. **178**

Pnl. **A**

Bg.

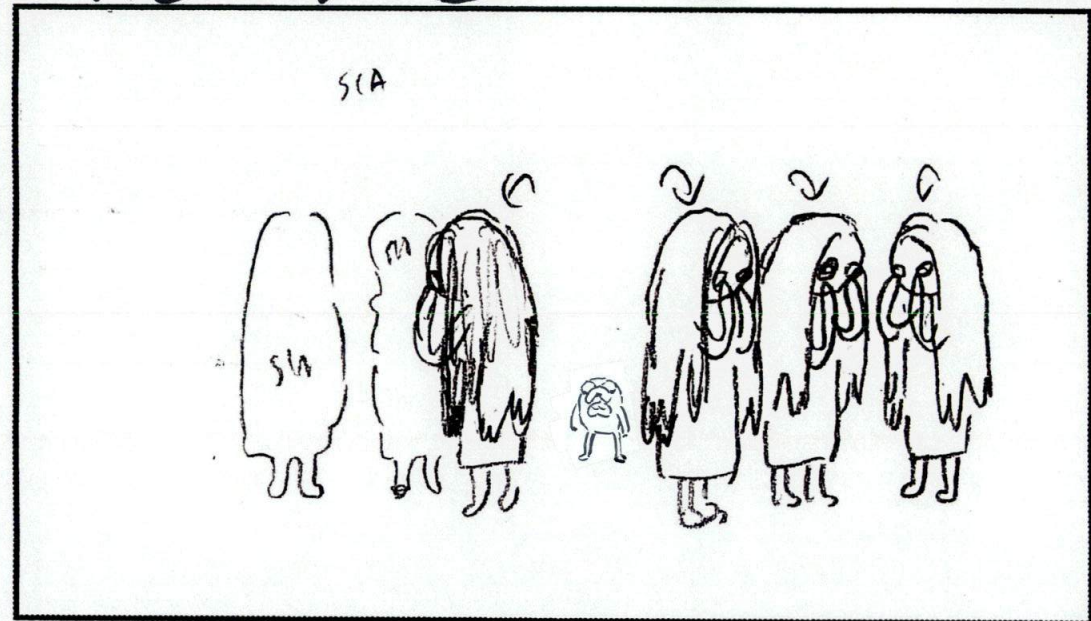
day night



Sc. **178 CONT** Pnl. **B**

Bg.

day night



Dialog:

**5: CONTACT LENSES ??!**

Action:

Timing:



-OTHER GIRLS GRAB FAKE EYES.

JUL 07 2015

EPISODE # 1034-220

Production:

1034/220

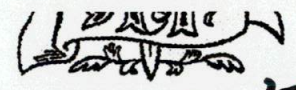
1034/220



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1034/220

ADVENTURE TIME



Sc. 178 CONT Pnl. C

Bg.

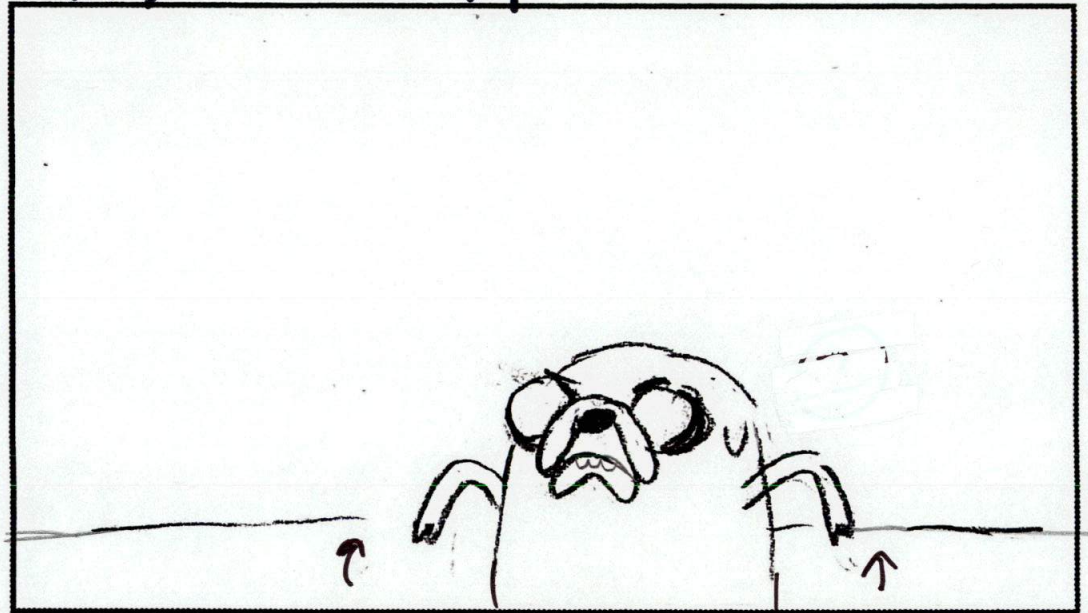
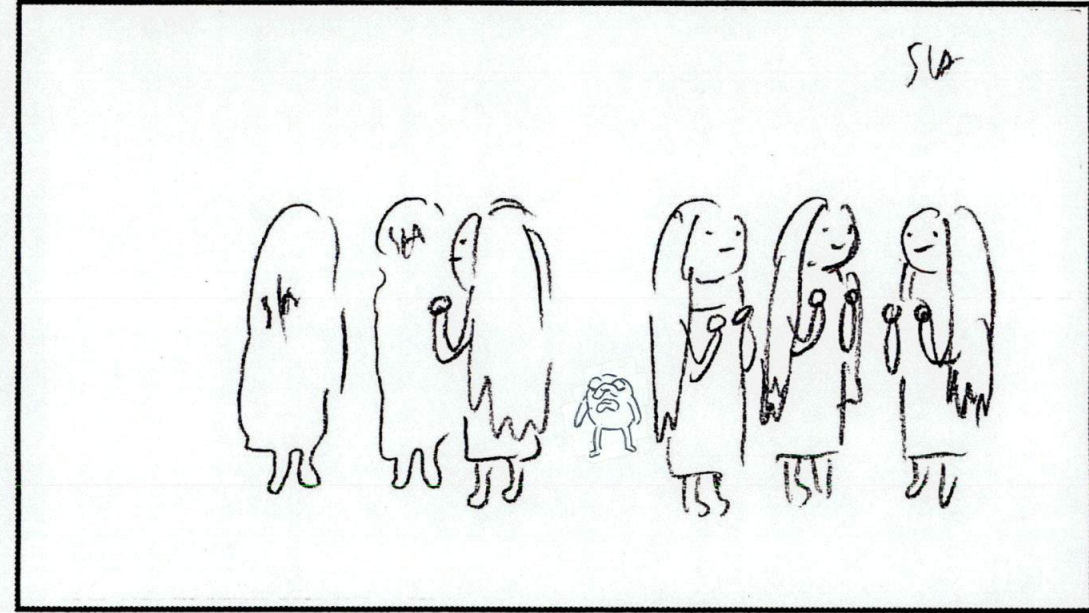
day night

Sc. 179

Pnl. A

Bg.

Page 229  
day night



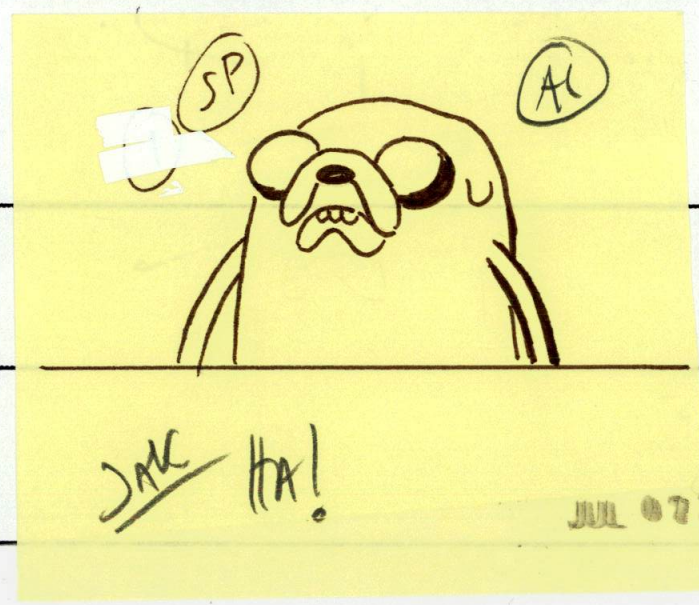
Dialog:

SFX: POP POP POP POP POP POP POP POP POP POP

Action:

- THE REST TAKE OUT THEIR CONTACT LENSES

Timing:



EPISODE # 1034-220

Production:

1034/220

1034/220



1034/220

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Sc. 179 cont B

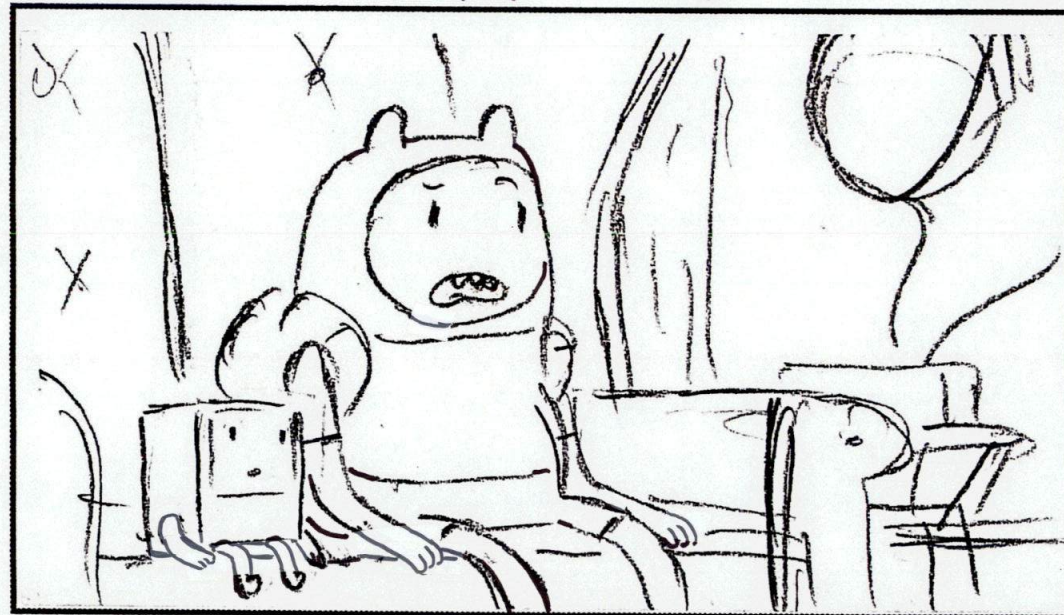


Sc. 180

Pnl. A

Bg.

Page 230  
day night



Dialog:

(J)

Baloney!

Action:

- J GROWS BACK TO  
NORMAL SIZE / POINTS  
- ADJ W/ JAKE

JUL 07 2013

Timing:

EPISODE # 1034-220

1034/220

Production:

1034/220



1034/220

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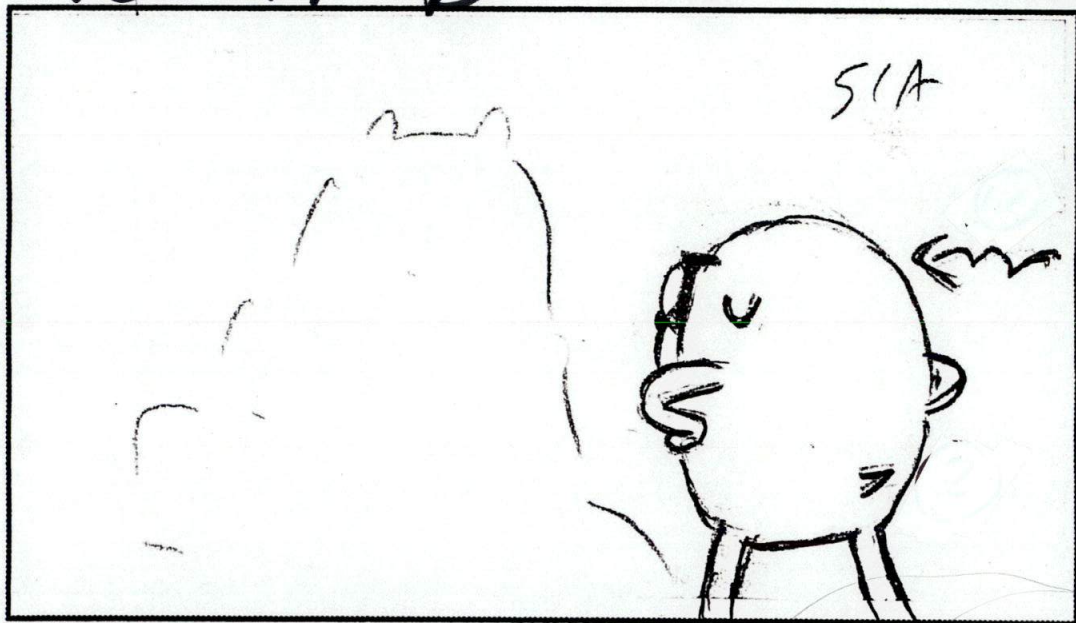
# ADVENTURE TIME



Sc. 180 cont Pnl. B

Bg.

day night



Sc. 180 cont Pnl. C

Bg.

day night



Page 231

Dialog:

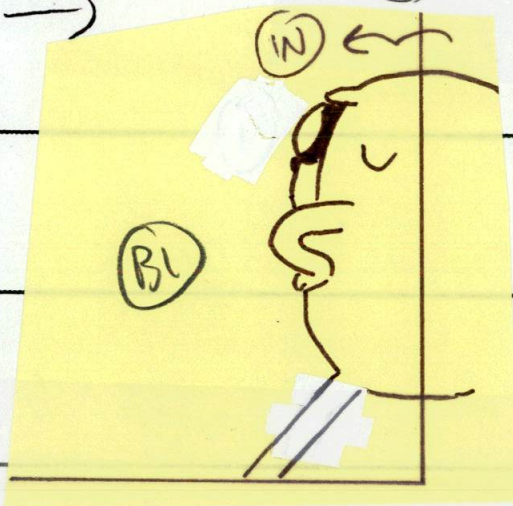
⑦ NOTHIN' BUT SOME KIDS, PLAYIN' →

Action:

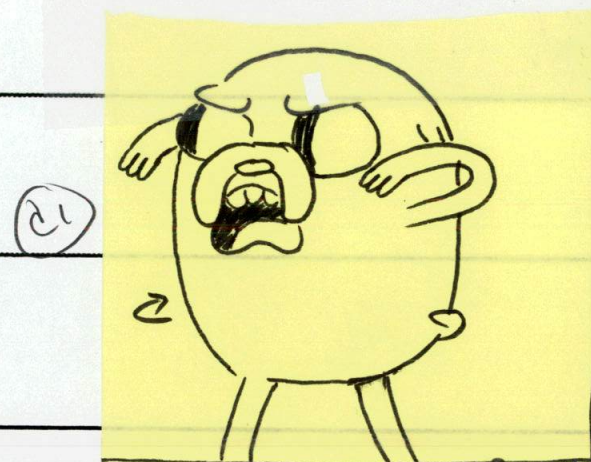
- J. STRIDES ANGRILY QN/S.

Timing:

⑧ A DUMB PRANK!



JUL 07 2011



EPISODE #

1034-220

1034/220

PRODUCTION

1034/220



# ADVENTURE TIME



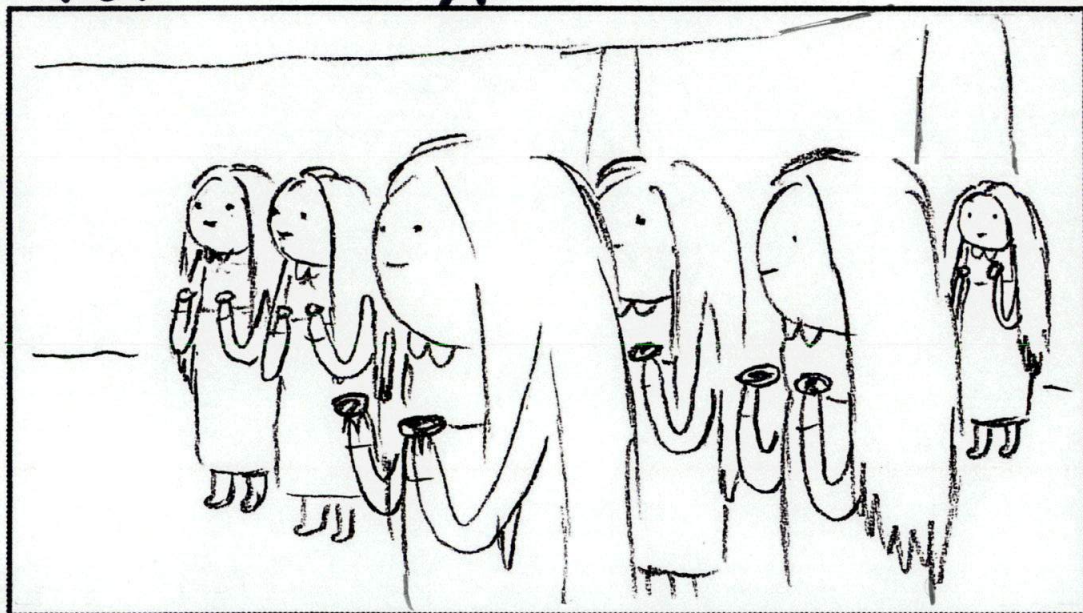
Page **232**

Sc. **181**

Pnl. **A**

Bg.

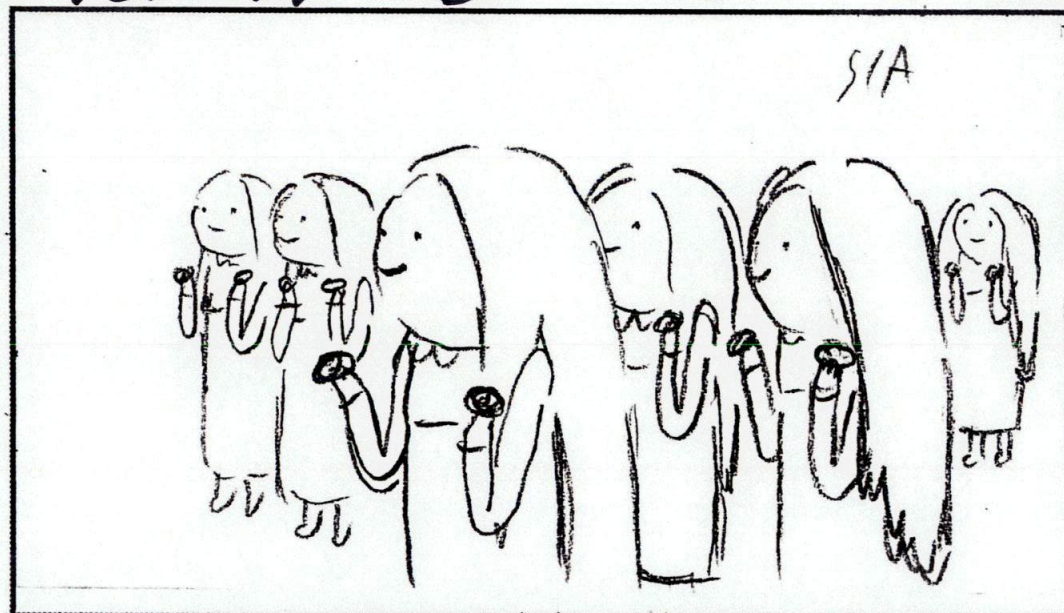
day night



Sc. **181 CONT** Pnl. **B**

Bg.

day night



Dialog:

Action:

- GIRLS SHRUG AND SMILE.

JUL 07 2011

Timing:

EPISODE #

Production:

1034/220

1034/220



# ADVENTURE TIME



Sc. 181 CONT Pnl. C

Bg.

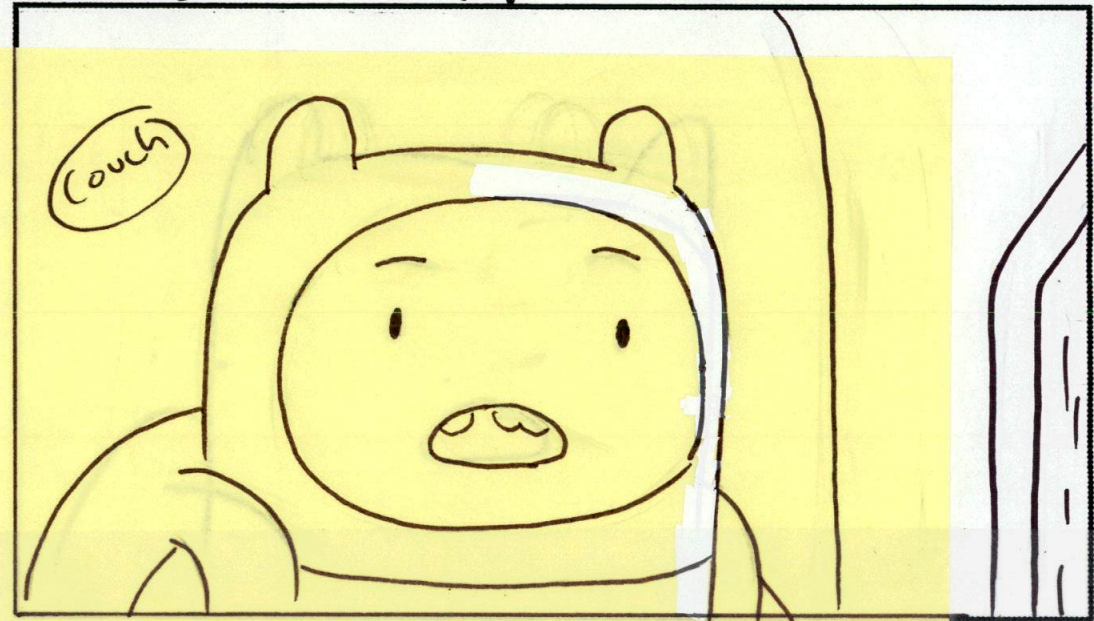
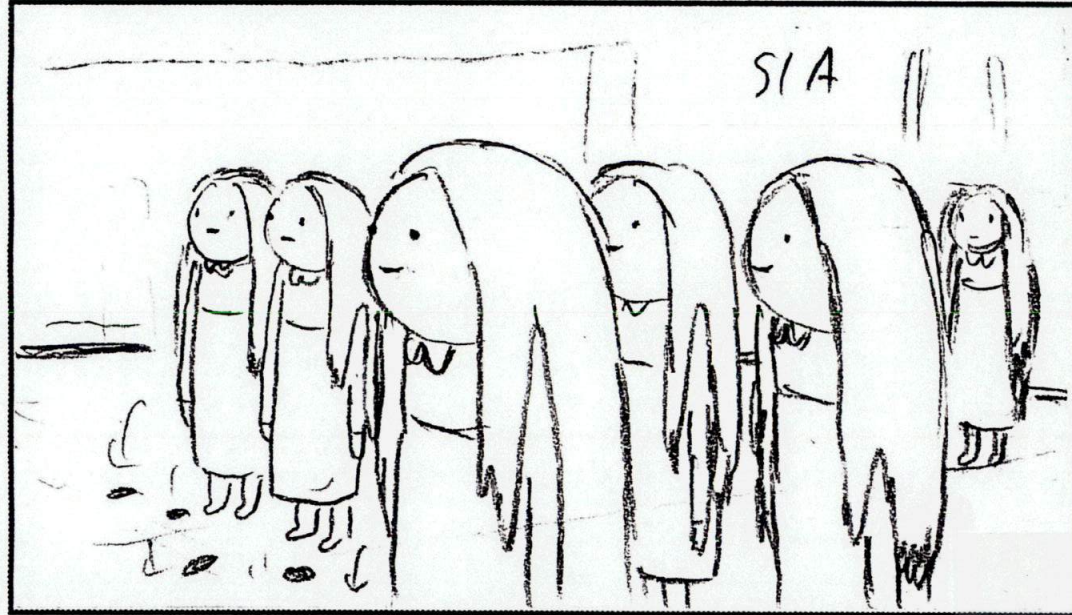
day night

Sc. 182

Pnl. A

Bg.

Page 253  
day night



Dialog:

SFX: \* CLATTER \*

(F) MAN, THIS WHOLE TIME  
THEY WERE.

Action:

- DRAP CAMERA LENSES

JUL 07 2015

Timing:

EPISODE # 1034-220

Production:

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1034/220



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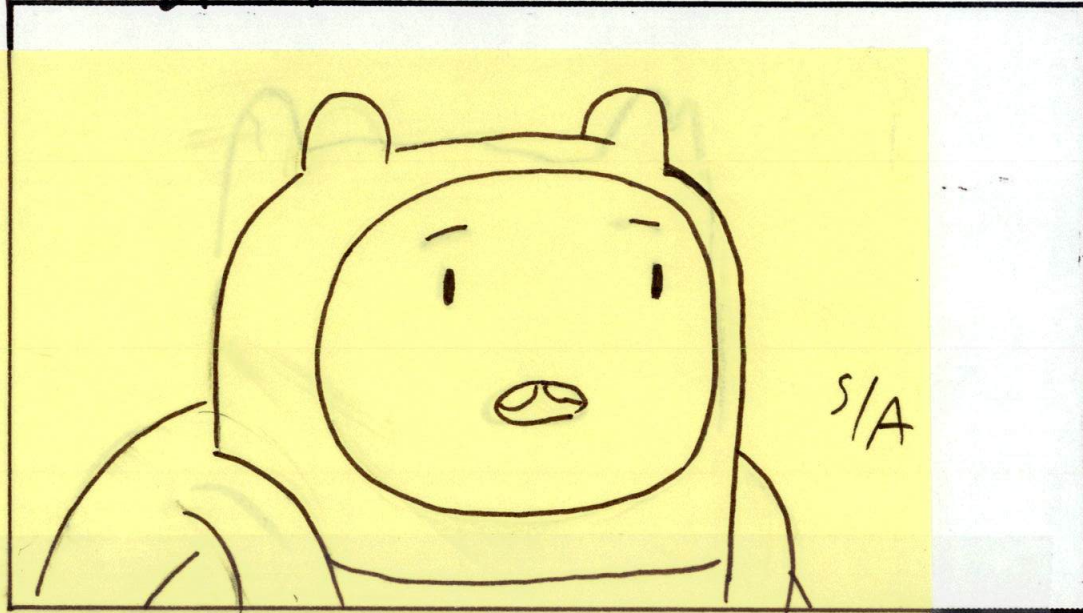
# ADVENTURE TIME



Sc. 182 CONT Pnl. B

Bg.

day night

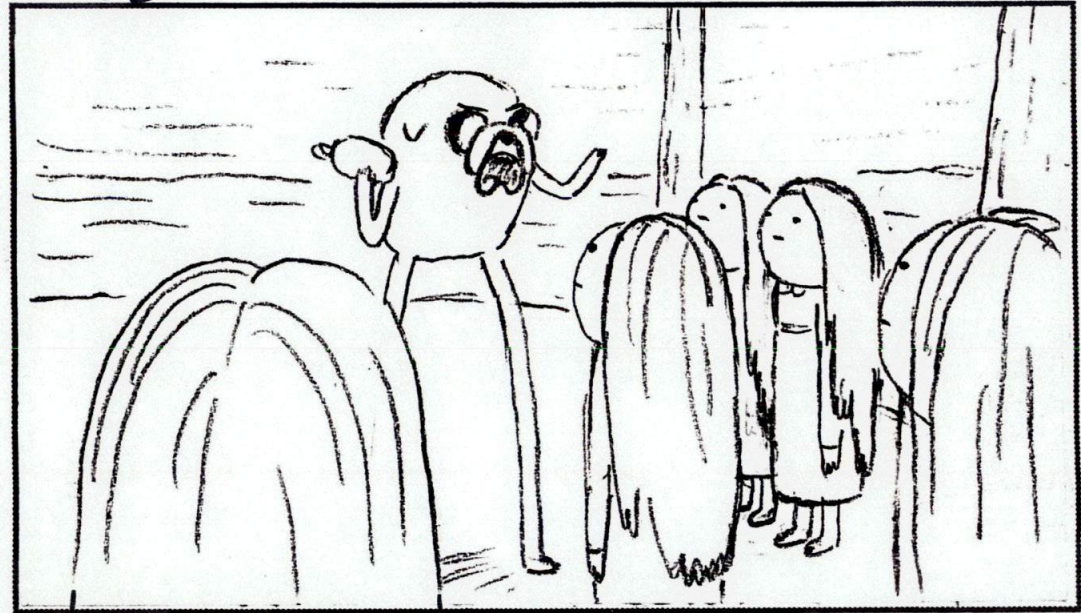


Sc. 183

Pnl. A

Bg.

Page 234  
day night



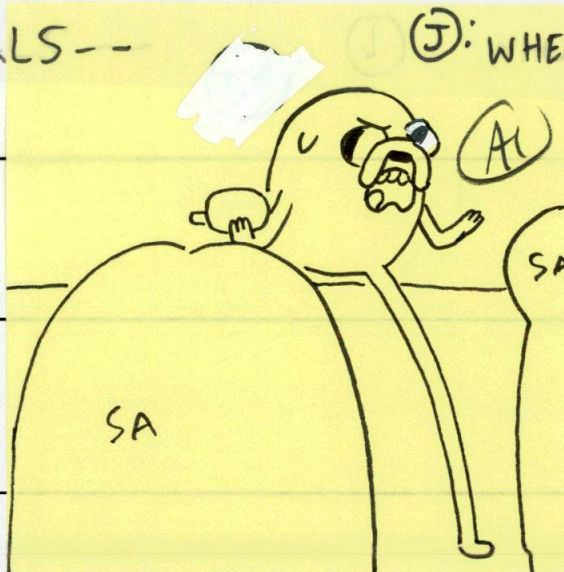
Dialog:

(F) JUST REGULAR GIRLS--

(J): WHERE ARE YOUR PARENTS HUH?

Action:

Timing:



JUL 07 2011

EPISODE #

Production:

1034/220

1034/220



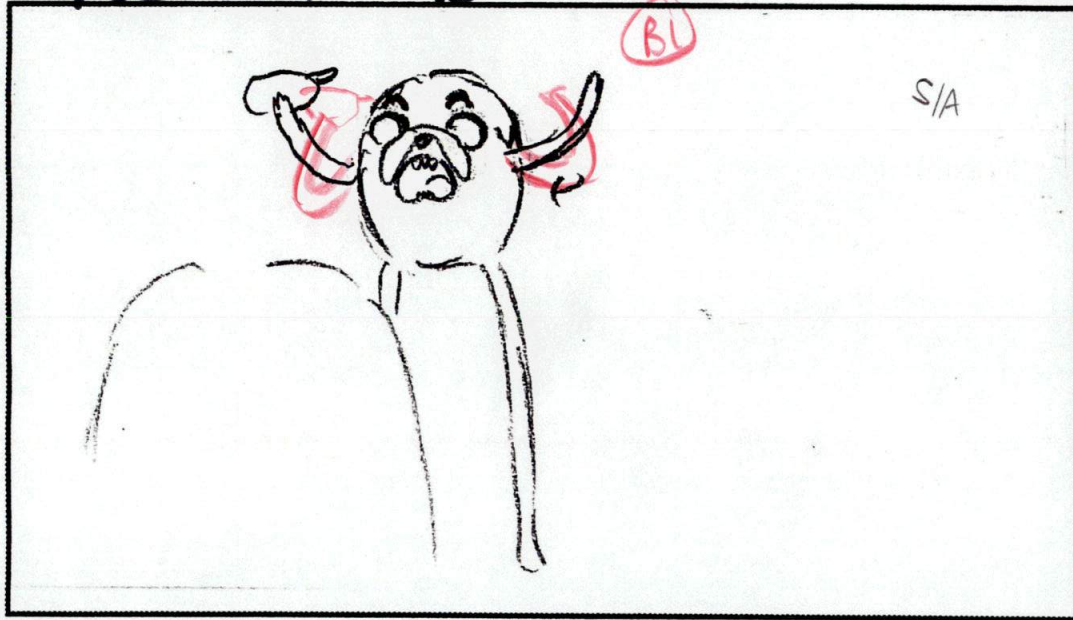
ADVENTURE TIME



Sc. **183 cont** Pnl. **B**

Bg.

day night

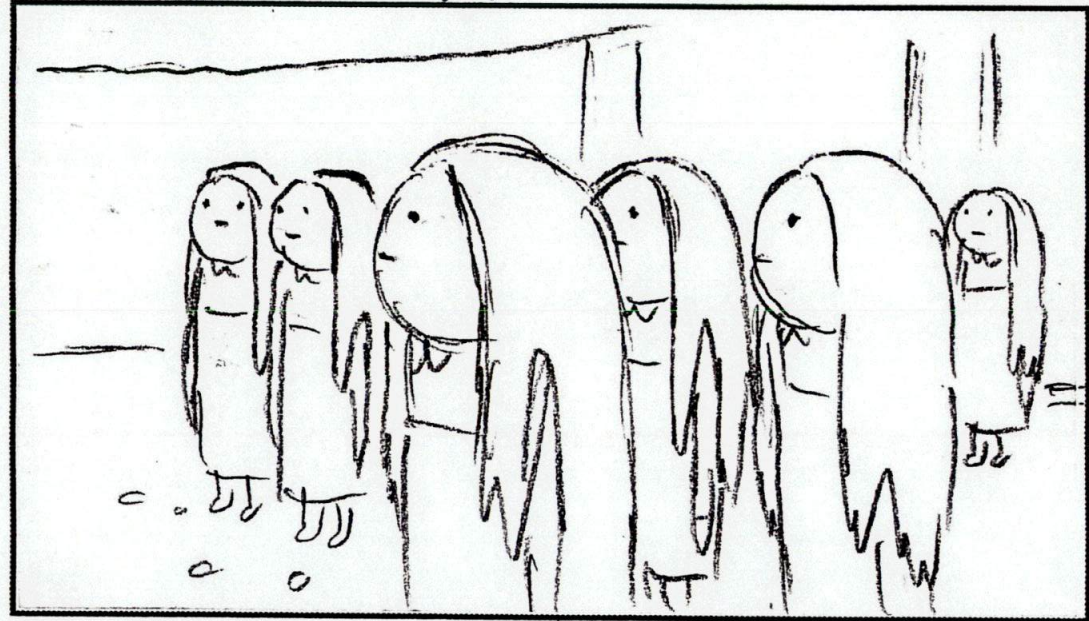


Sc. **184**

Pnl. **A**

Bg.

day night



Dialog:

⑤ YOU GUYS ARE  
GOIN TO JAIL!  
YA HEAR?

Action:

JUL 07 2015

Timing:

EPISODE # 1034-220

Production:



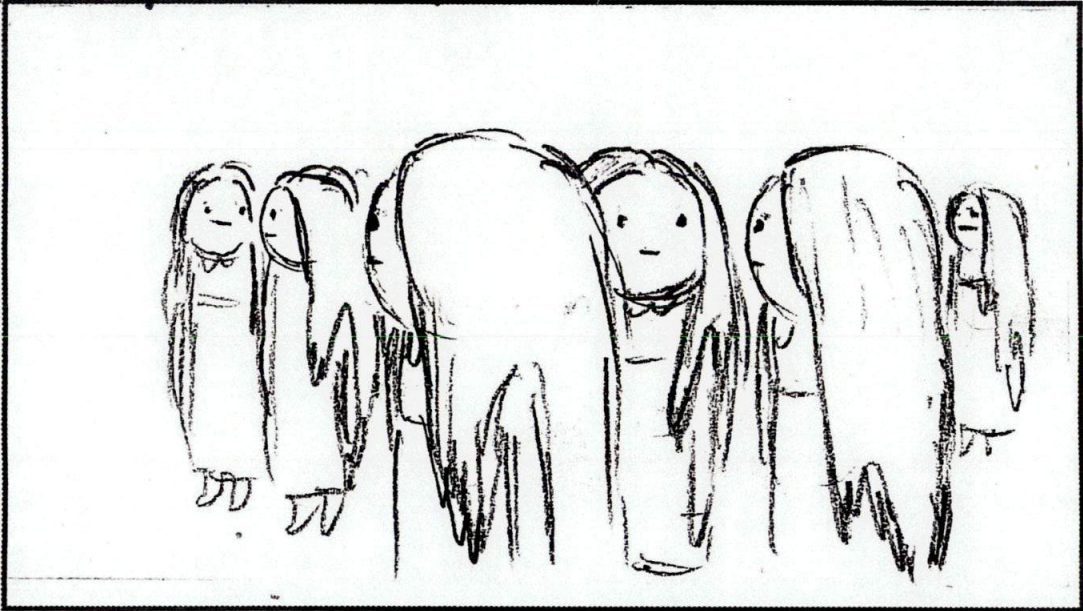
ADVENTURE TIME



Sc. 184 cont Pnl. B

Bg.

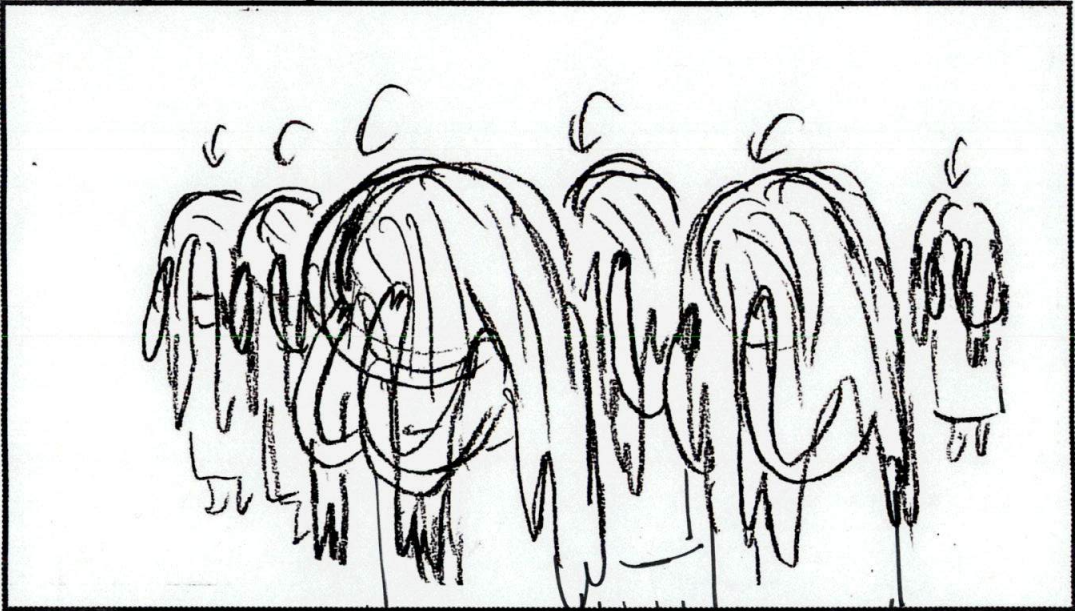
day night



Sc. 184 cont Pnl. C

Bg.

day night



Dialog:	
Action:	- GIRLS GLANCE AT EACH OTHER, LOOK BACK UP. PNL. A, B, A
Timing:	- GIRLS STOOP THEIR HEADS AND PUT THEIR HANDS ON THEM. JUL 07 2015

EPISODE #

Production:



1034/220

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# ADVENTURE TIME



Sc. 184 CONT Pnl. D Bg.

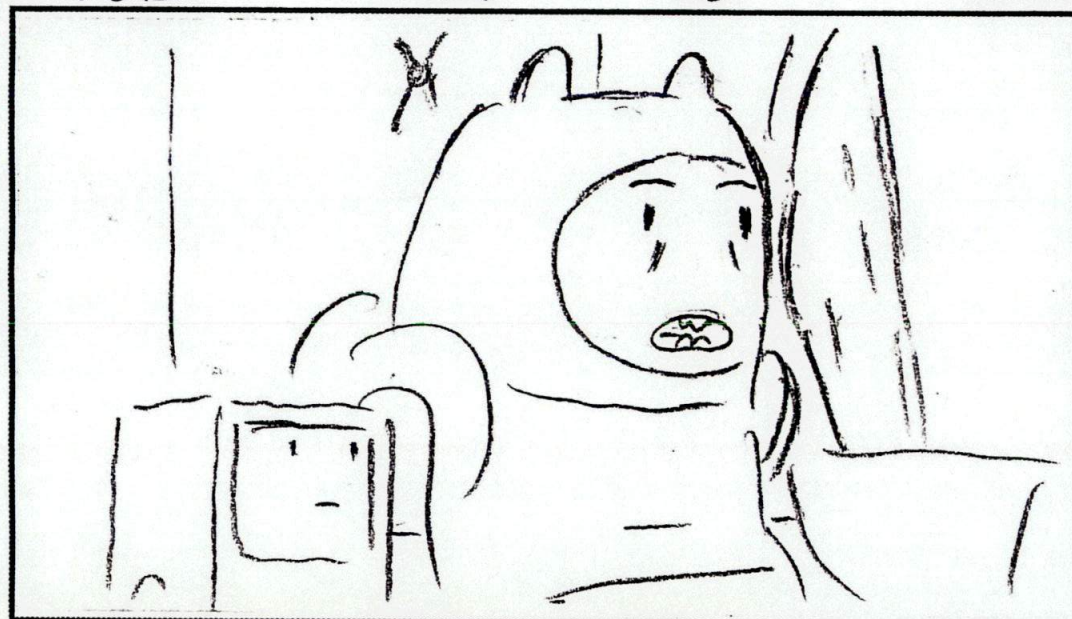
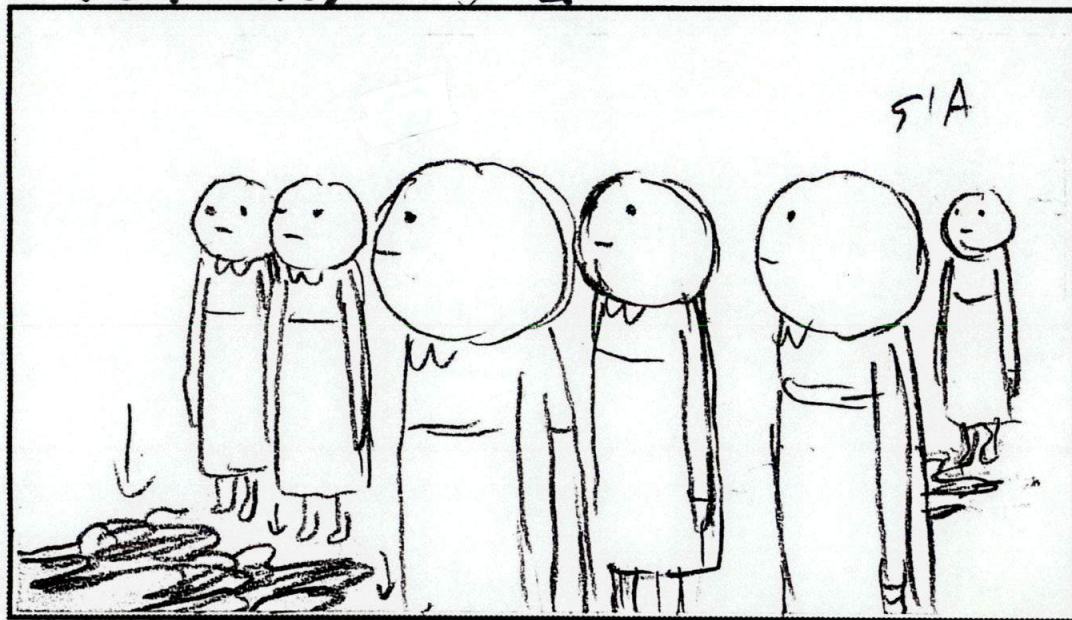
day night

Sc. 185

Pnl. A

Bg.

Page 237  
day night



Dialog:

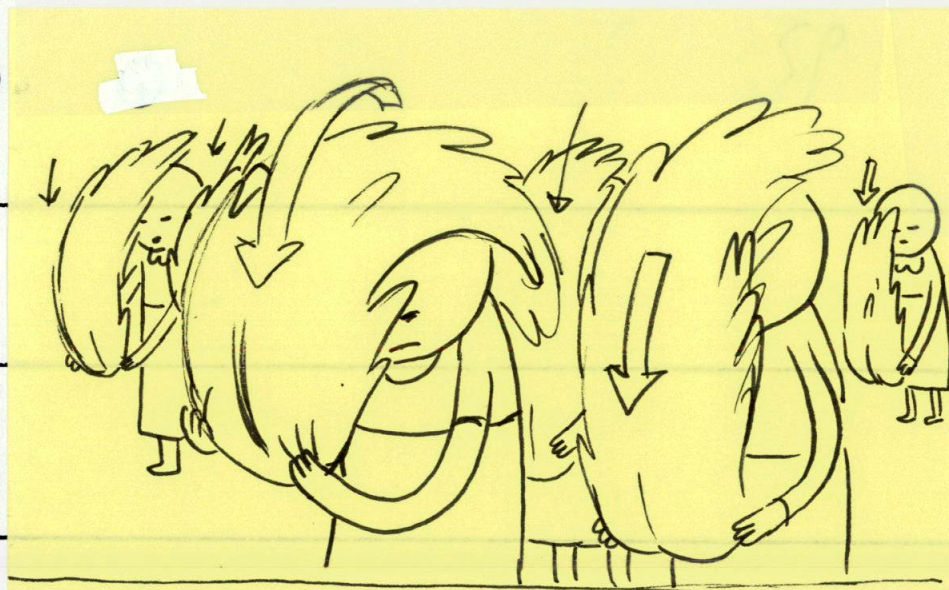
Action:

= PVU OFF - WLG ?

Timing:

ANIMATE THROUGH  
POSE (DI)

(DI)



JUL 07 2011

EPISODE # 1034-220

Production:

1034/220

1034/220

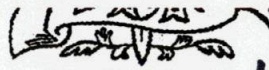
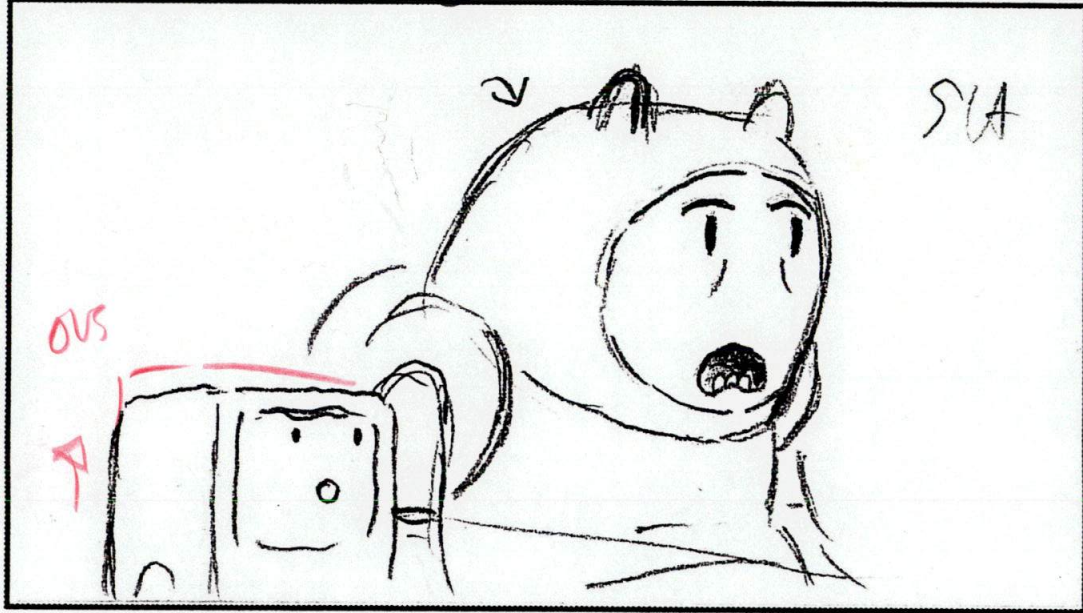


1034/220

Sc. 185 CONT Pnl. B

Bg.

day night



Sc. 186

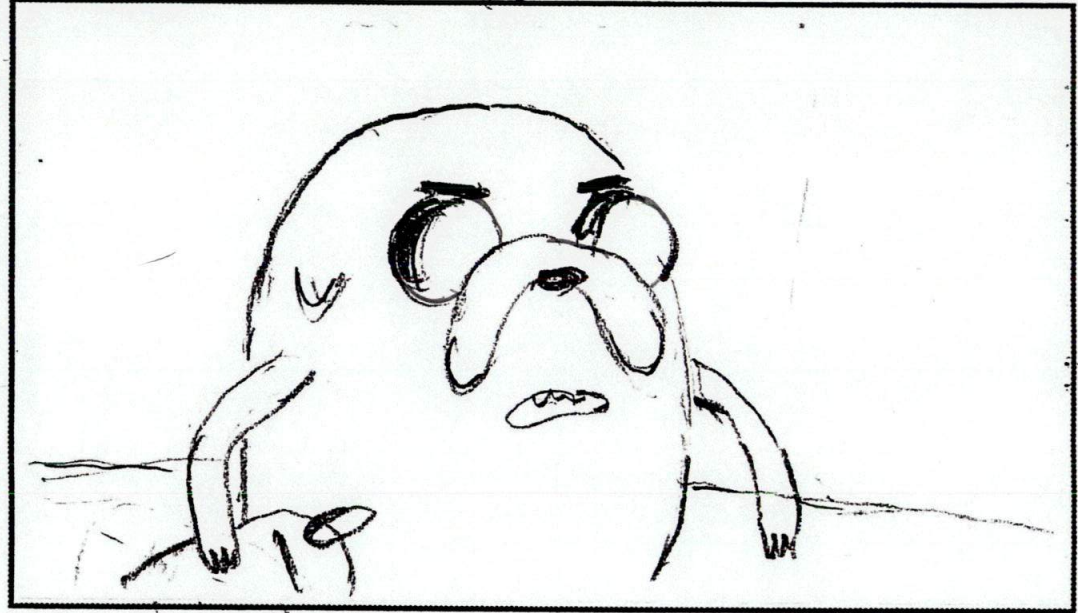
Pnl. A

Bg.

Page

238

day night



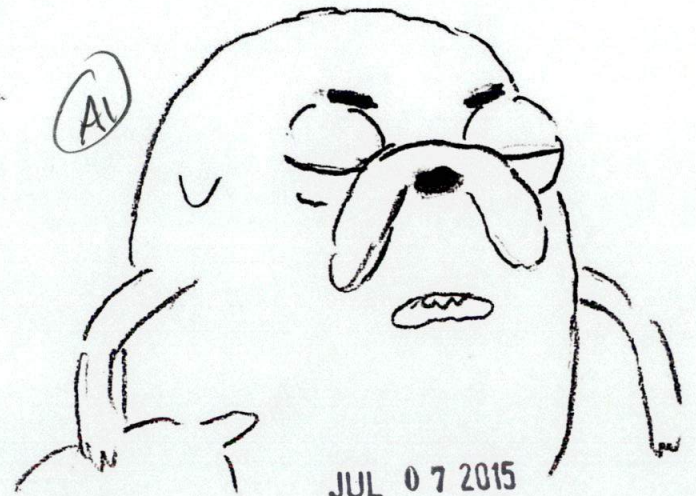
Dialog:

Action:

Timing:

= F + GMD REACT

J: [BLINK]



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1034/220

1034/220



1034/220

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# ADVENTURE TIME



Sc. 186 cont Pnl. B

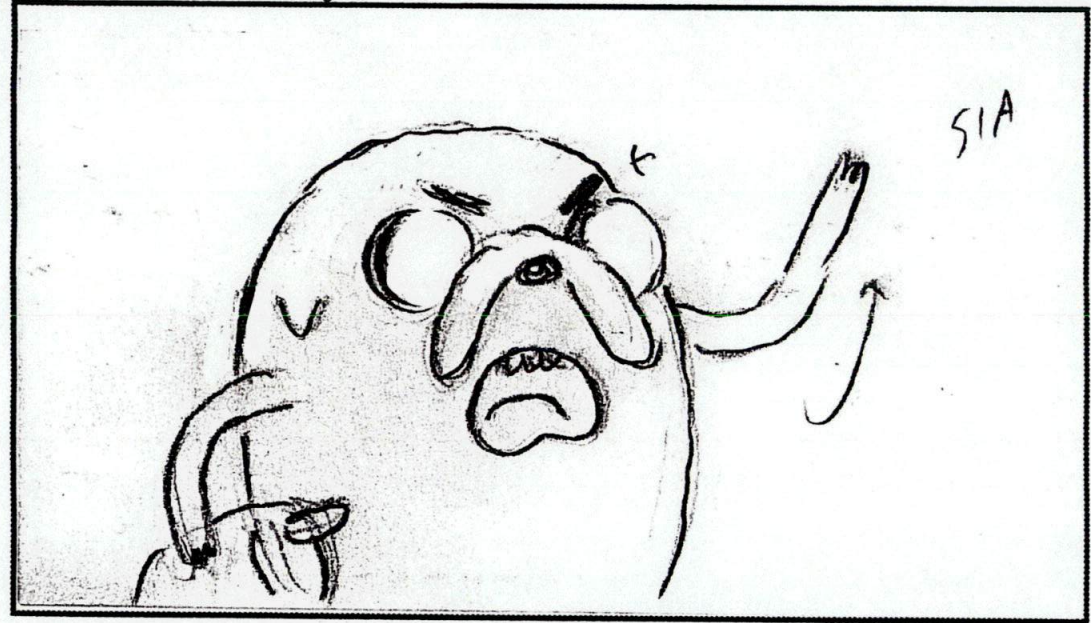
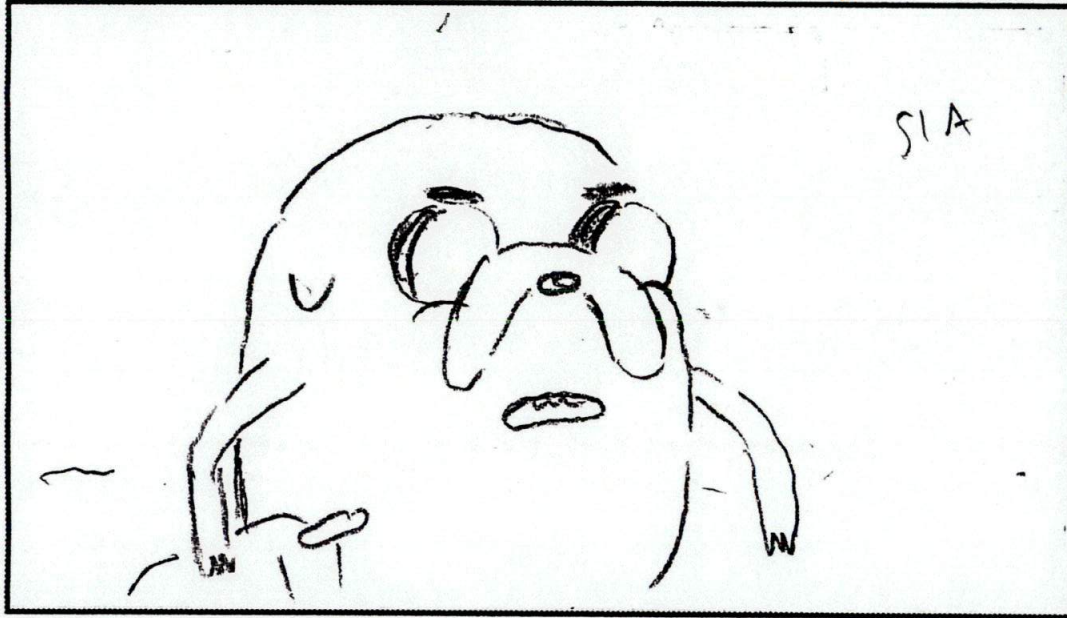
Bg.

day night

Sc. 186 cont Pnl. C

Bg.

Page 239  
day night



Díalog:

(BEAT)

⑤: SO... YALL ARE BALD,  
GOOD JOB -

Action:

Timing:

JUL 07 2011

EPISODE # 1034-220

Production:

1034/220

1034/220



Sc. 186 cont Pnl. D

Bg.

day night

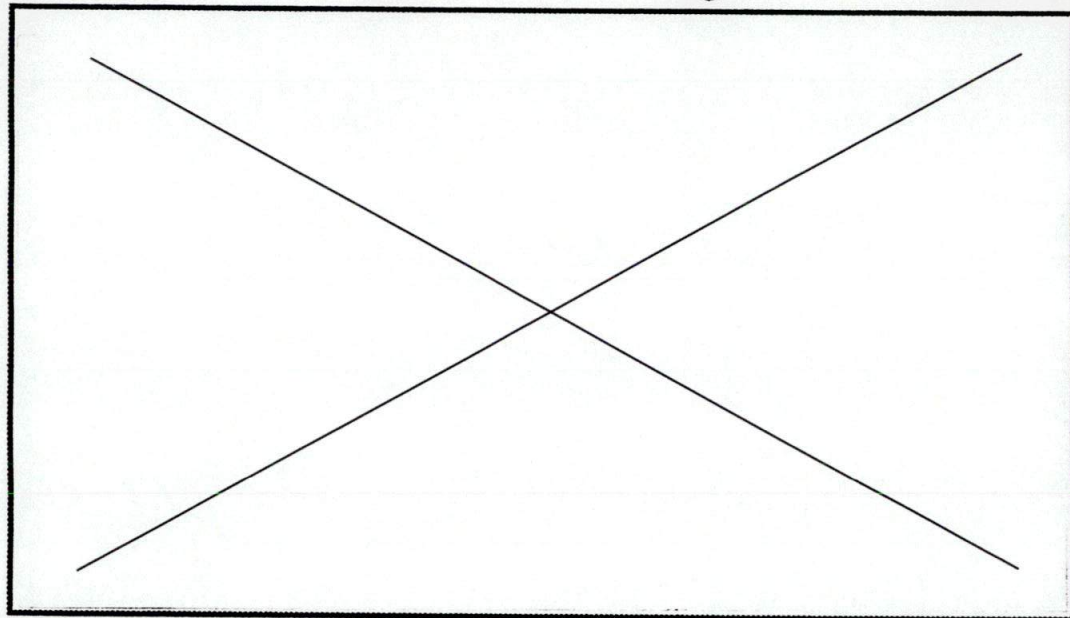
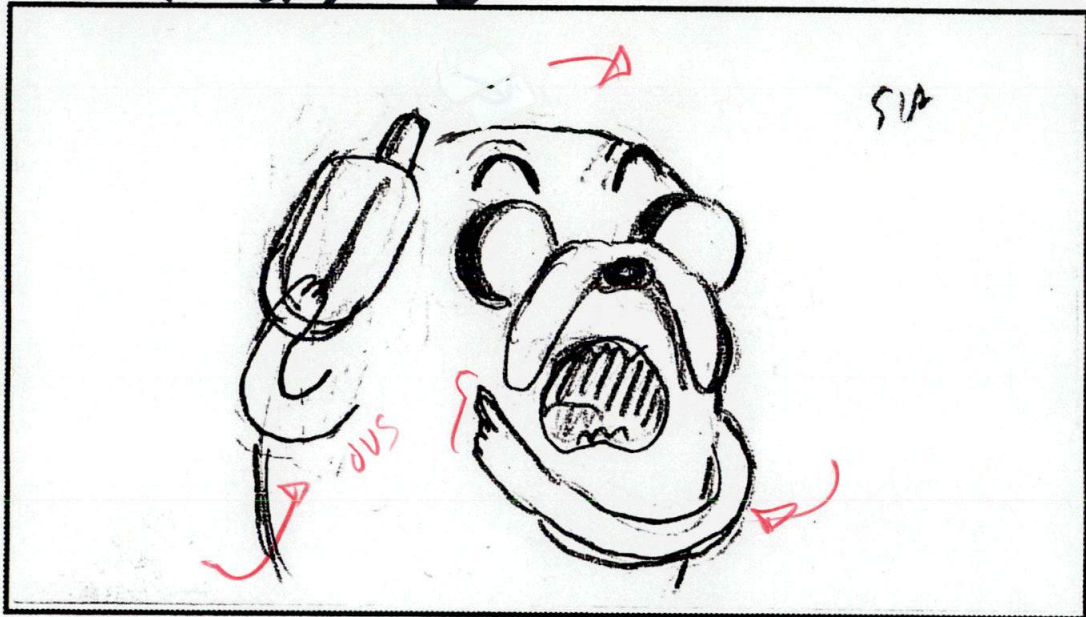


Sc.

Pnl.

Bg.

Page 240  
day night



Dialog:

Ⓜ: I'M STILL CALIN' THE COPS!

Action:

-J LIFTS UP PHONE

Timing:

JUL 07 2015

EPISODE # 1034-220

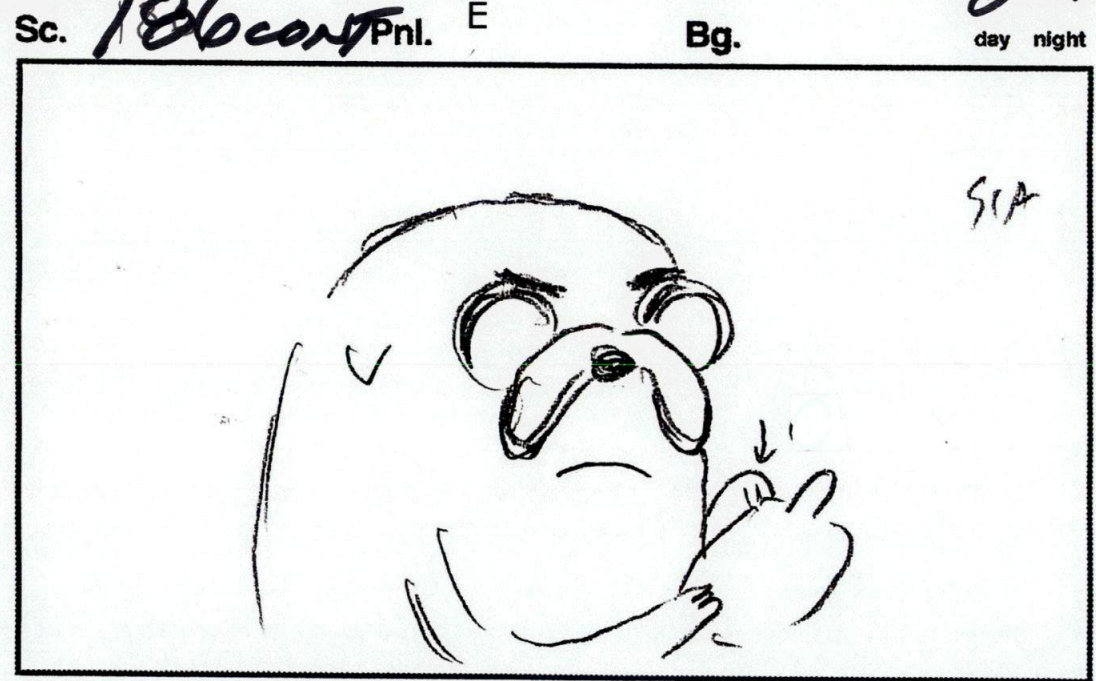
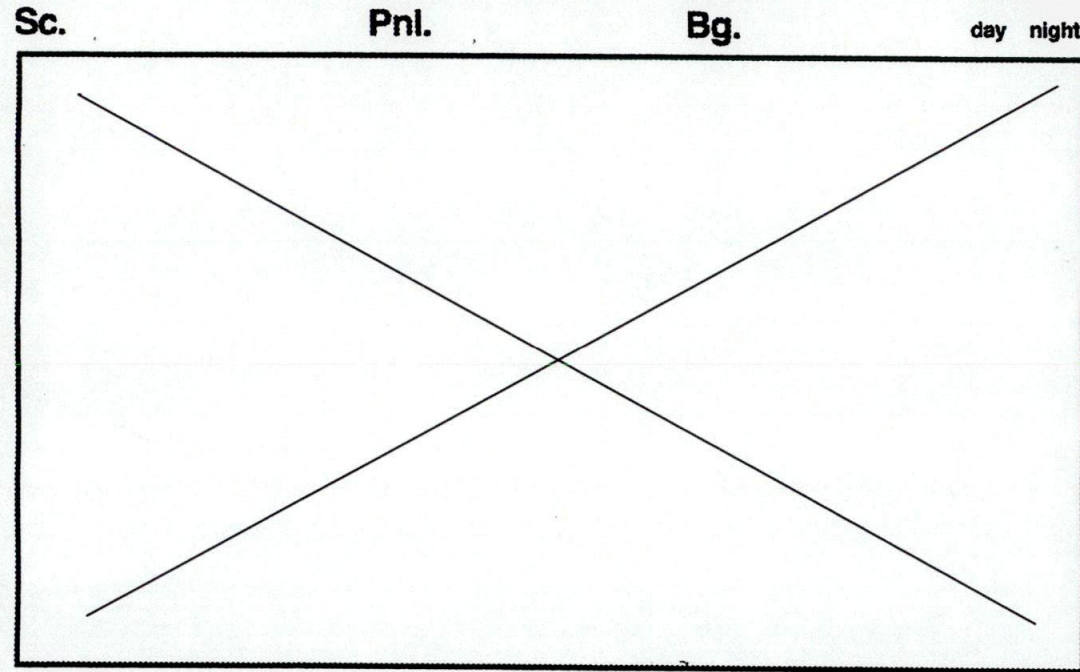
Production:



1034/220

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# ADVENTURE TIME



Page *241*  
day night

Dialog:

*SFX: BOOP ~  
BOOP -*

Action:

*- J STARTS DIALING  
SLOWLY*

Timing:

JUL 07 2015



1034-220  
EPISODE #

1034/220

1034/220

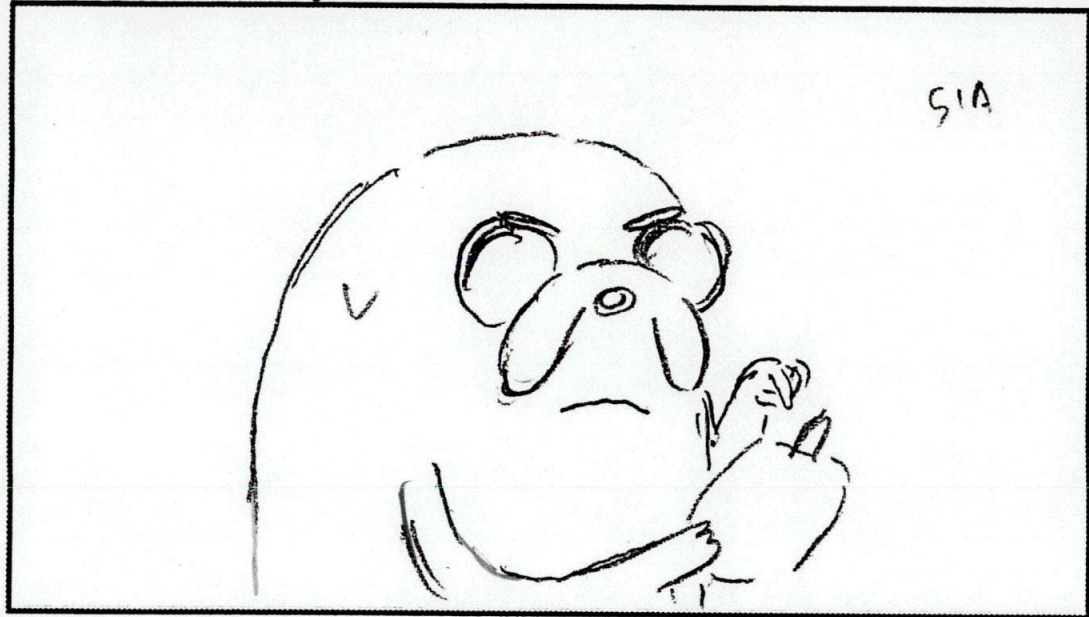


ADVENTURE TIME



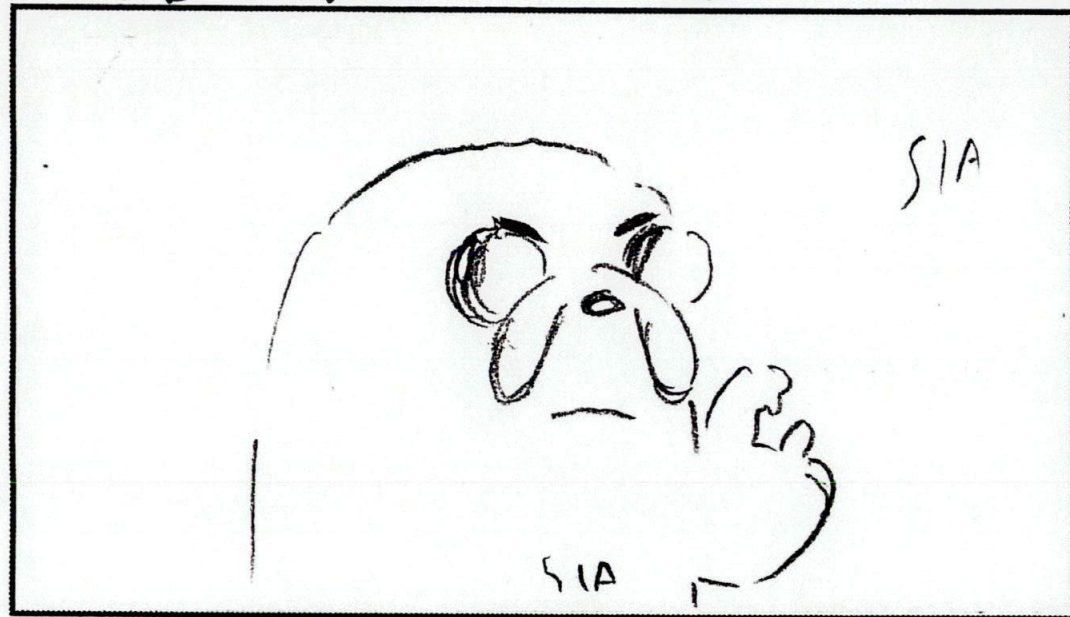
Sc. 186 CONT Pnl. F Bg.

day night



Sc. 186 CONT Pnl. G Bg.

Page 242  
day night



Dialog:

SFX. (OFFS) (UNSCREWING)  
SOUND

Action:

-J LOOKS UP

Timing:

JUL 07 2015

1034-220  
EPISODE #

Production:



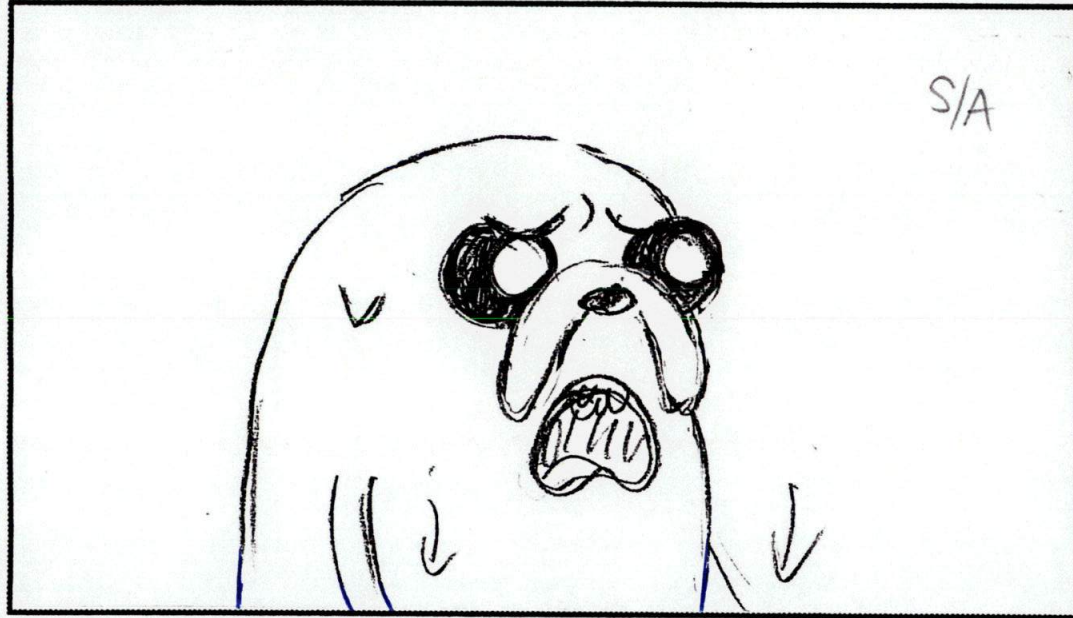
# ADVENTURE TIME



Sc. **186 cont** Pnl. **H**

Bg.

day night



Sc. **187**

Pnl. **A**

Bg.

day night



Dialog:

SFX: \* THMP \*

Action:

- J'S FACE TURNS HURRIED  
- J DROPS PHONE

- GIRLS TWISTING THEIR  
HEADS PNL A ↔ B

JUL 07 2015

Timing:

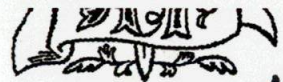
EPISODE # 1034-220

Production:

1034/220

1034/220

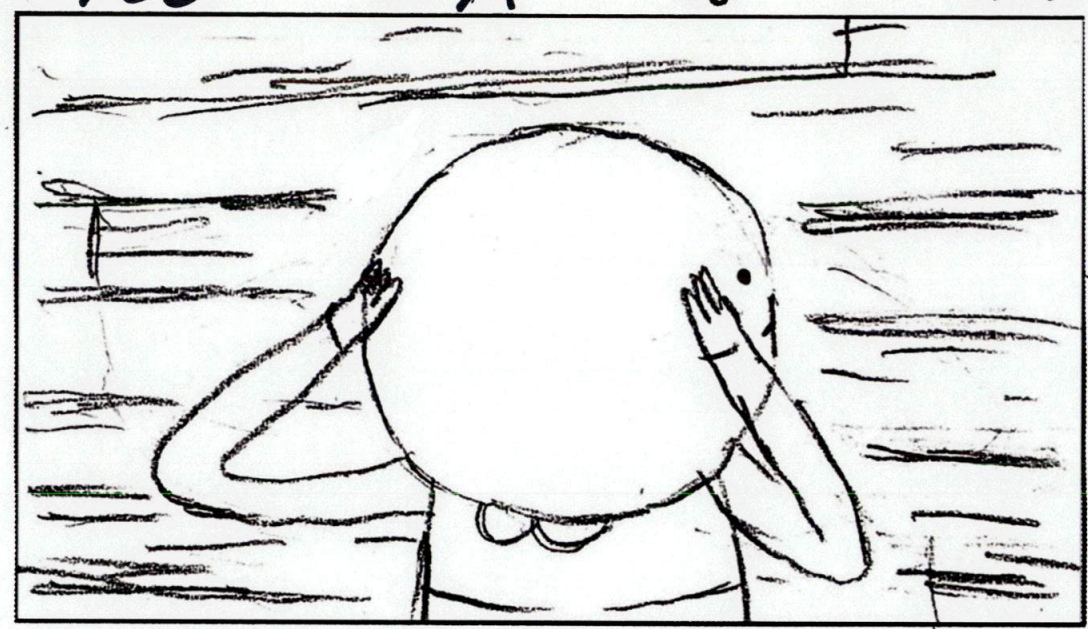
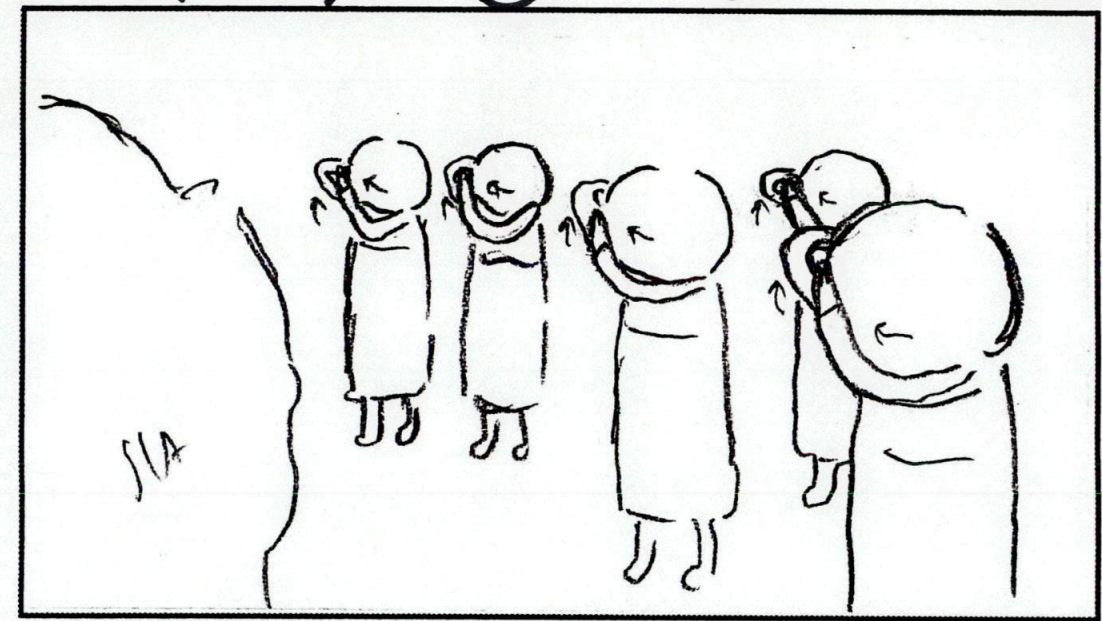




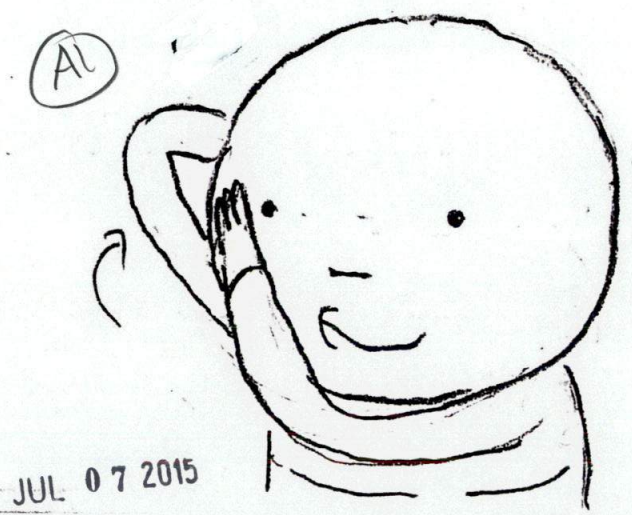
Sc. **187 CONT** Pnl. **B** Bg.

day night

Sc. **188** Pnl. **A** Bg.



Dialog:
Action:
Timing:



JUL 07 2015

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1034/220

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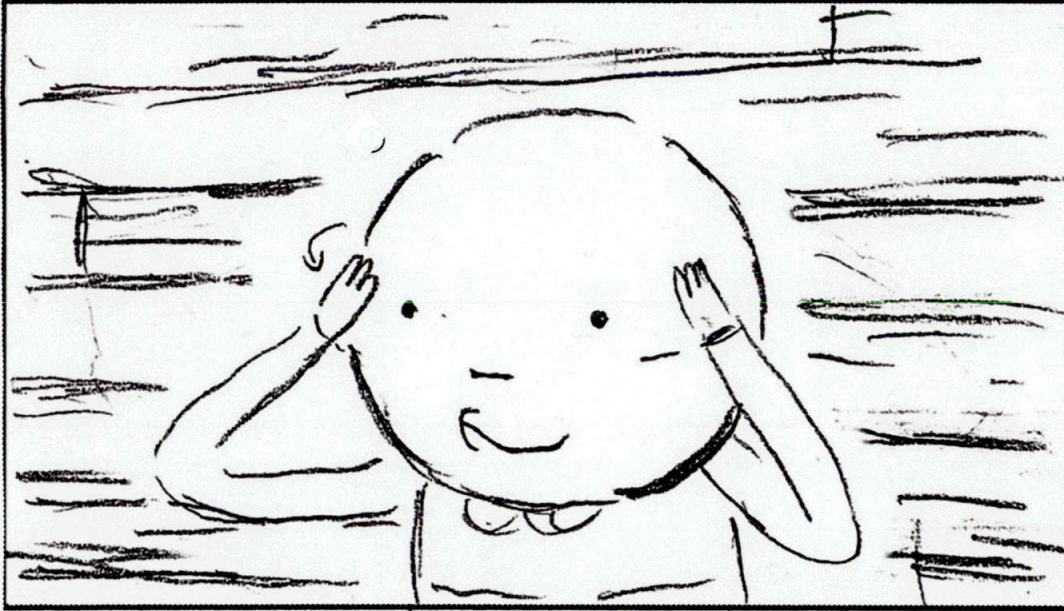
# ADVENTURE TIME



Sc. 188 cont Pnl. B

Bg.

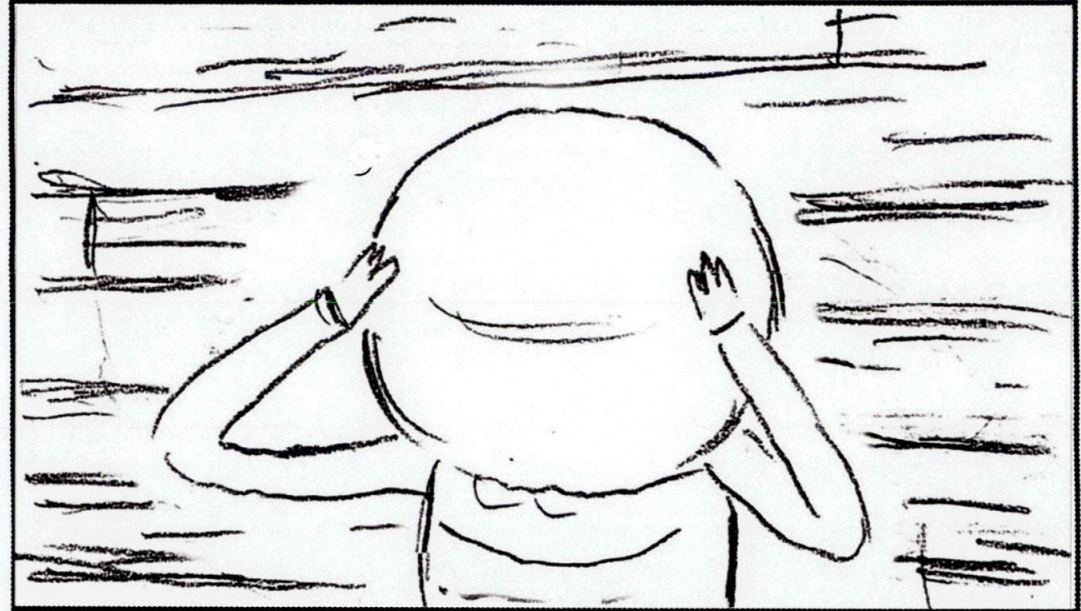
day night



Sc. 188 cont Pnl. C

Bg.

day night

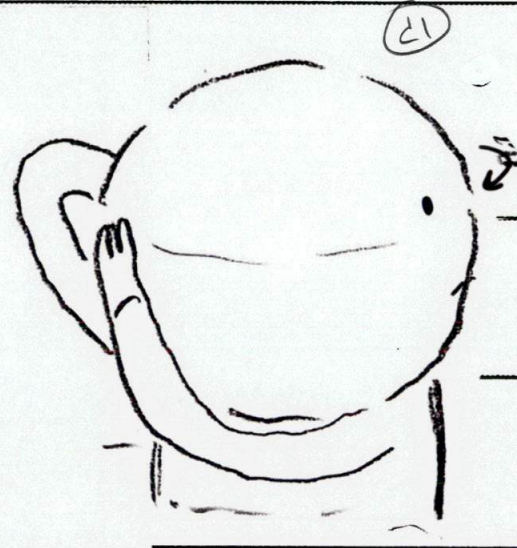
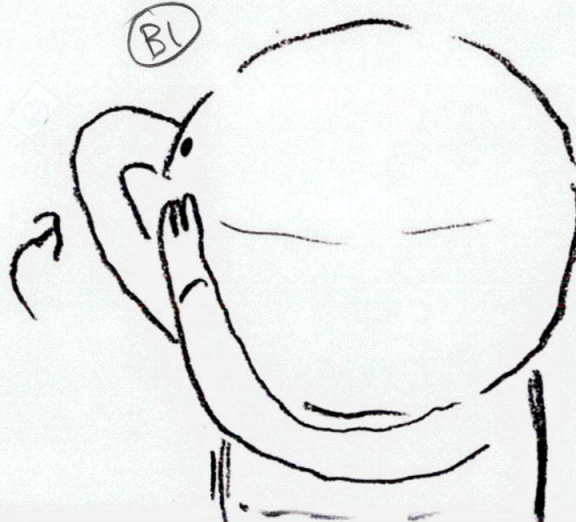


Dialog:

Action:

-TWIST

Timing:



-TWIST

JUL 07 2015

EPISODE # 1034-220

1034/220

Production:

1034/220

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# ADVENTURE TIME



Page **246**

Sc. **189**

Pnl. **A**

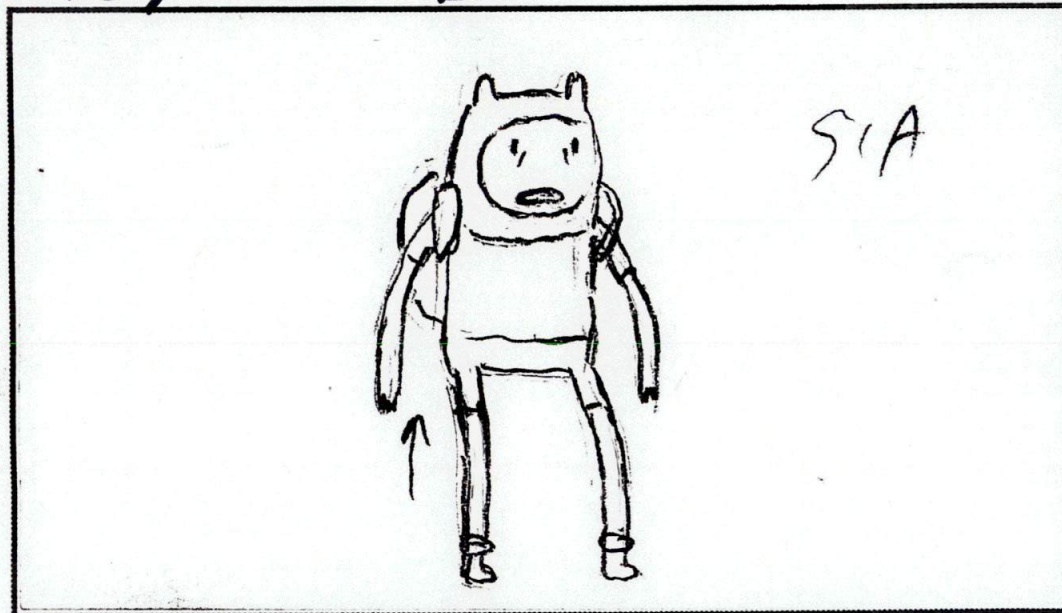
Bg.

day night

Sc. **189 CONT** Pnl. **B**

Bg.

day night



Dialog:

Action:

-F. STANDS UP CAUTIOUSLY.

JUL 07 2015

Timing:

EPISODE #

Production:

1034/220

1034/220

1034/220



# ADVENTURE TIME



Sc. 189 cont Pnl. C

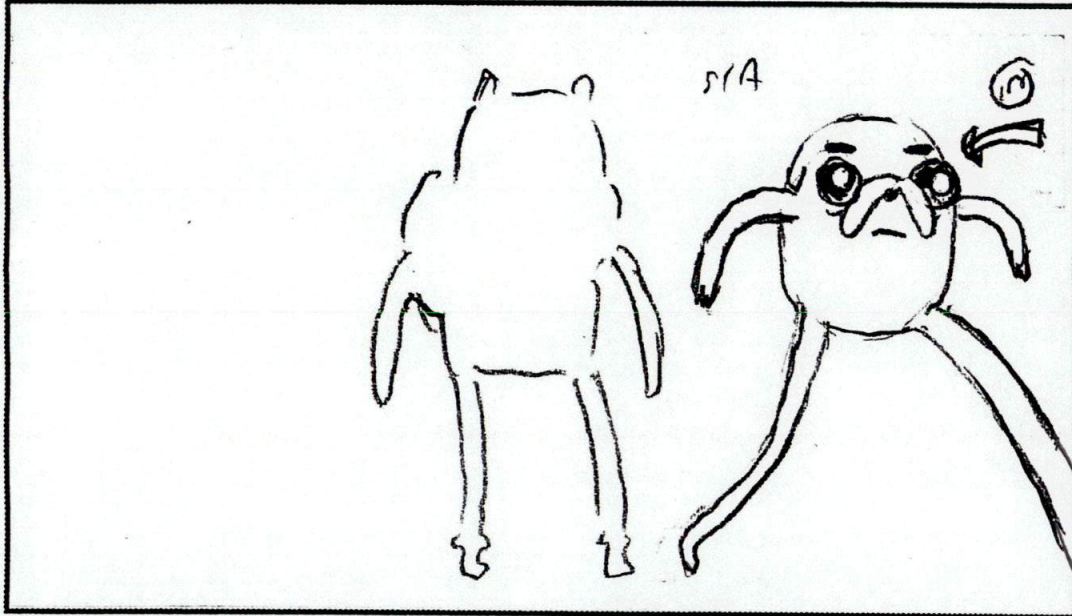
Bg.

day night

Sc. 189 cont Pnl. D

Bg.

Page 247  
day night



Dialog:

Action:

→ J TAKES A HALF STEP BACKWARDS INTO FRAME, SLOWLY

→ J FULL- STEPS NEXT TO FINN + HOLDS HIS HAND

Timing:

JUL 07 2015

EPISODE # 1034-220

Production:

1034/220

1034/220

1034/220



# ADVENTURE TIME



Sc. **190**

Pnl. **A**

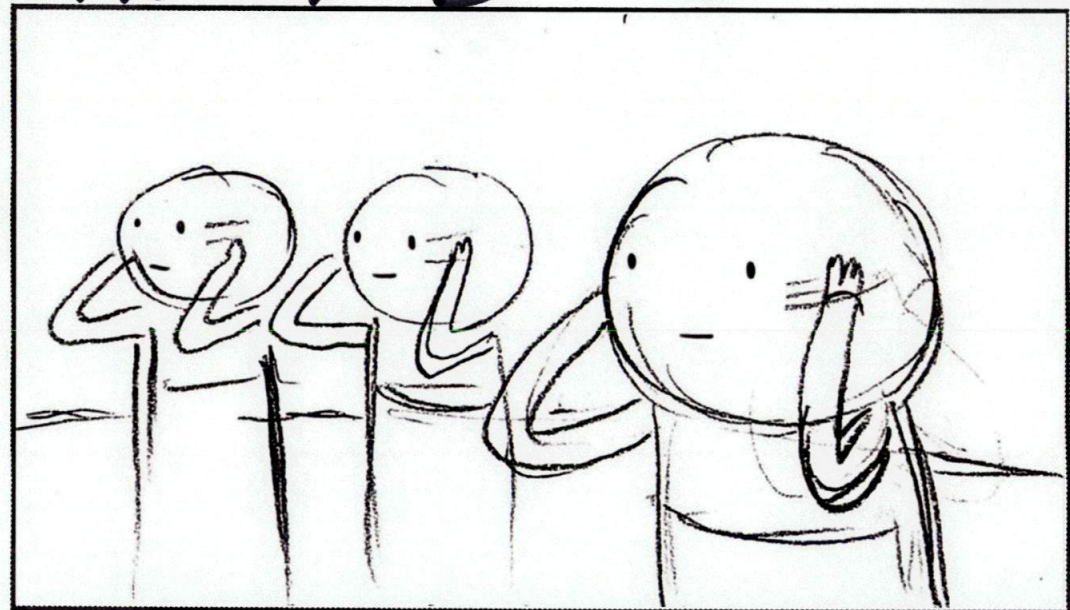
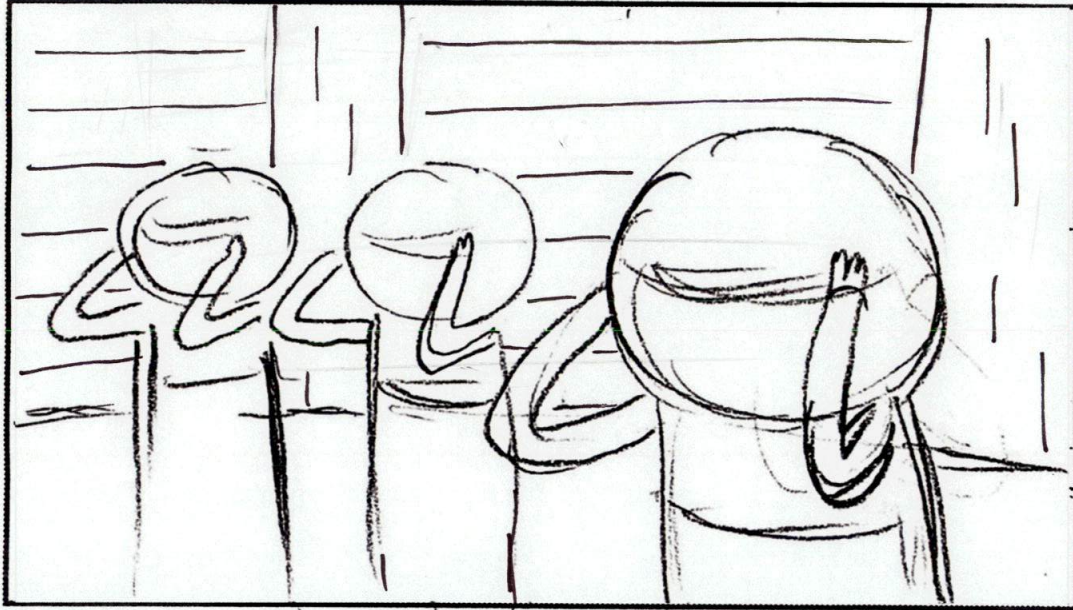
Bg.

day night

Sc. **190 CONT** Pnl. **B**

Bg.

Page **248**  
day night **248A NEXT**

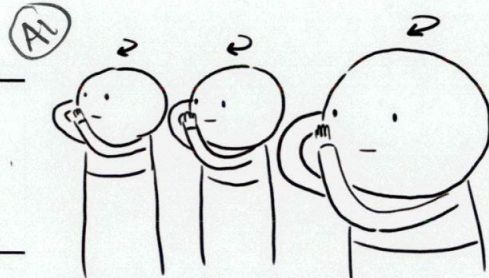


Dialog:

Action:

- GIRLS TWISTING THEIR HEADS

Timing:



EPISODE #

Production:

JUL 07 2015

1034/220

1034/220

1034/220



# ADVENTURE TIME



Sc. **190 CONT.** **C**

Bg.

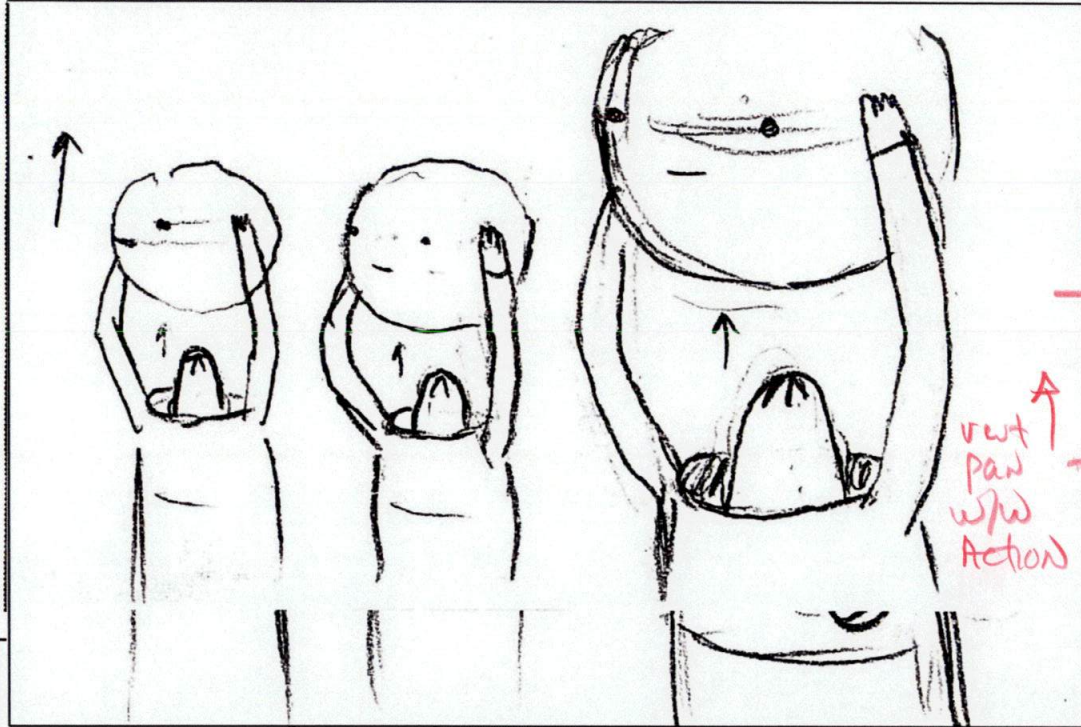
day night

Sc.

Pnl.

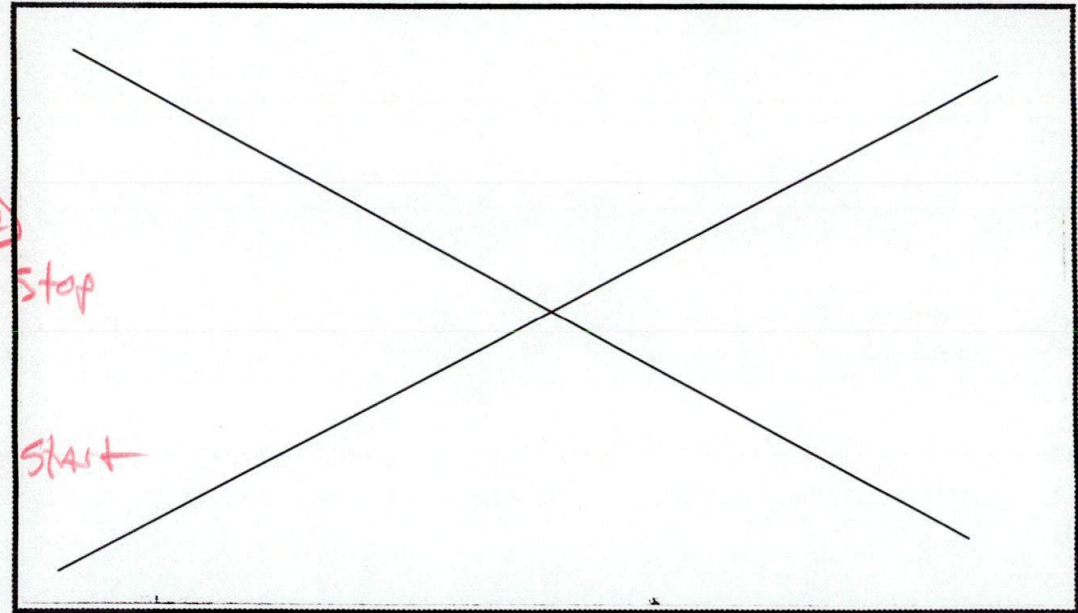
Bg.

Page **248A**  
day **249 NEXT**



↑  
vent  
pan  
w/p  
Action

Ⓢ  
→ A Stop  
→ A Start



SFX: \* POP \*

Action:

- GIRLS POP OFF HEADS (MASKS) TO REVEAL  
FLESH-COLORED NUBS.

JUL 07 2015

Timing:

EPISODE #

1034/220

Production:

1034/220



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1034/220

# ADVENTURE TIME

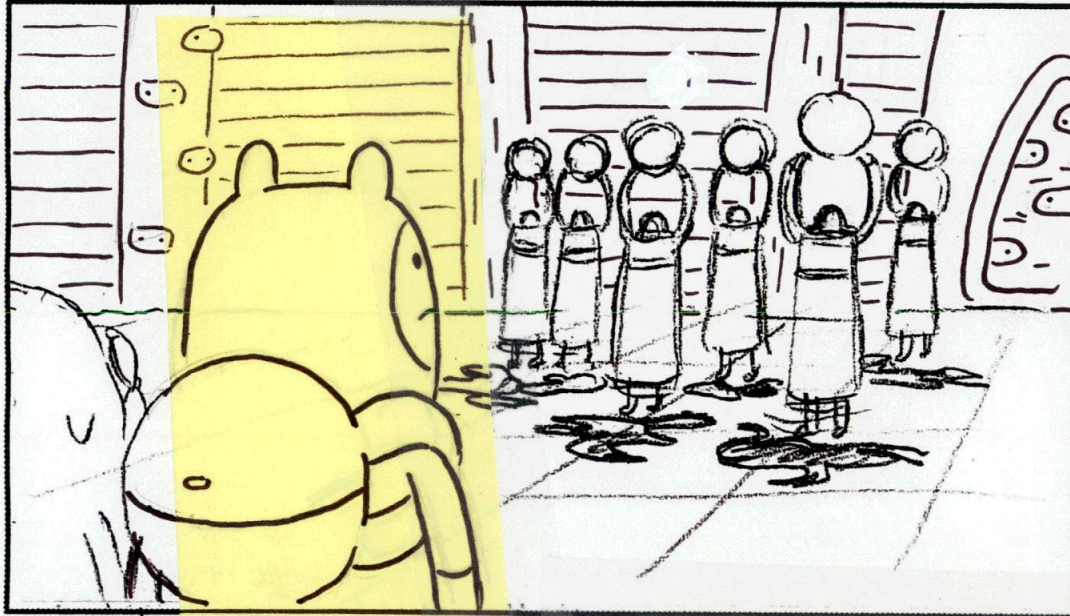


Sc. 191

Pnl. A

Bg.

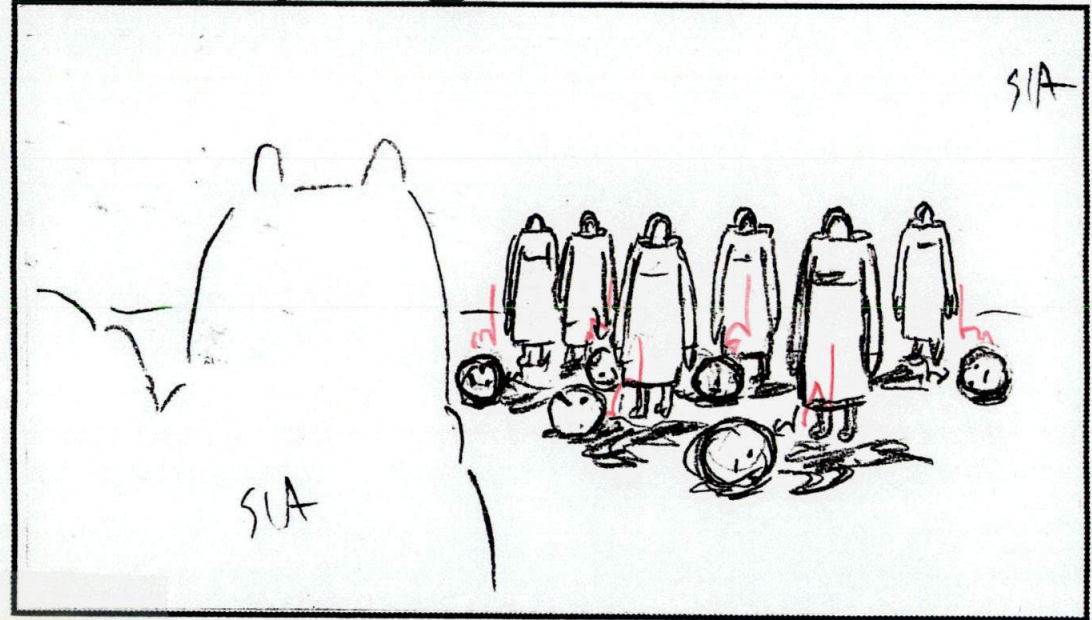
day night



Sc. 191 cont Pnl. B

Bg.

day night



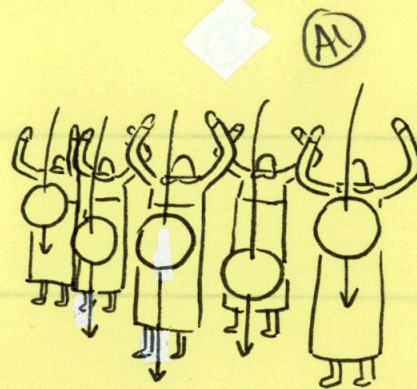
Page 249

Dialog:

Action:

Timing:

ANIMATE THROUGH  
POSE  
(A)



SFX: \*TMP-TMP-TMP-TMP\*

- DROP HEADS

JUL 07 2015

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Production:

1034/220

1034/220



1034/220

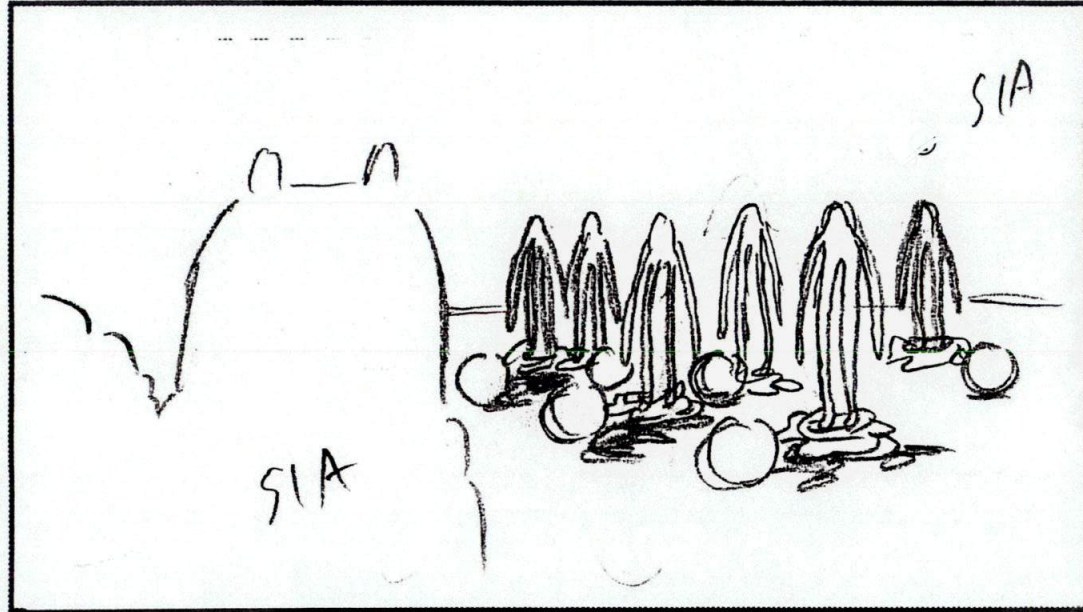
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# ADVENTURE TIME

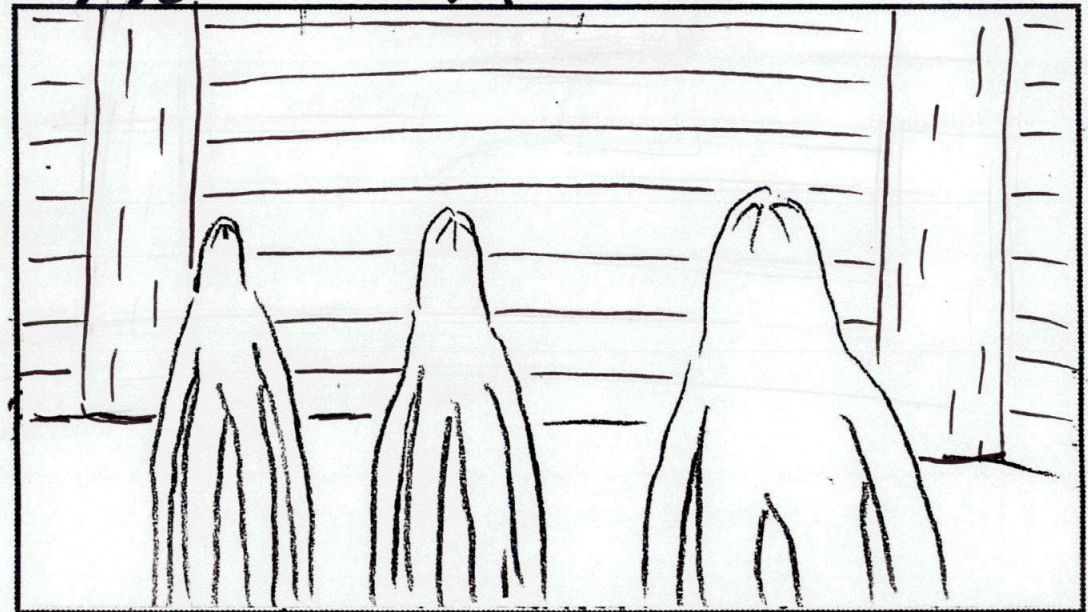


Page **250**

Sc. **191 CONT** Pnl. **C** Bg. day night



Sc. **192** Pnl. **A** Bg. day night

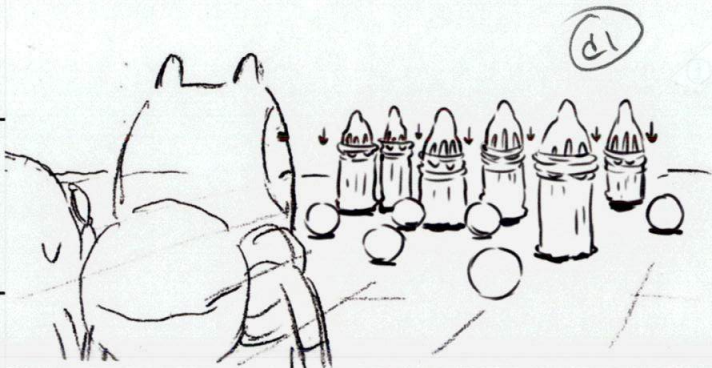


Dialog:

Action:

Timing:

-DRESSES DROP IN UNISON REVEALING  
STRANGE FEATURELESS CREATURES.



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Production:

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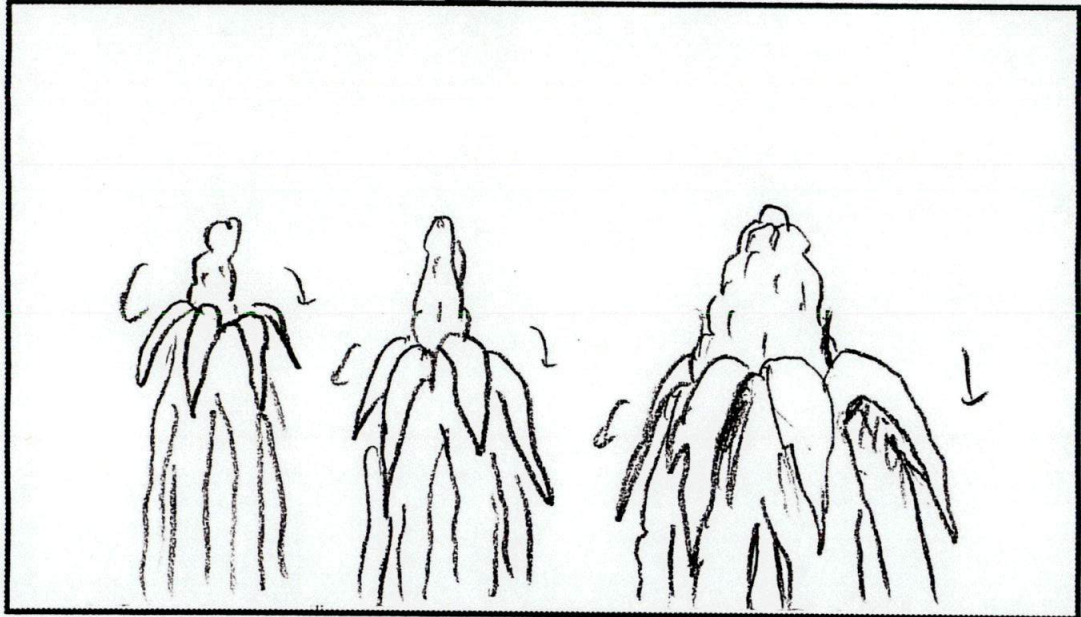
ADVENTURE TIME



Sc. **192 CONT** Pnl. **B**

Bg.

day night

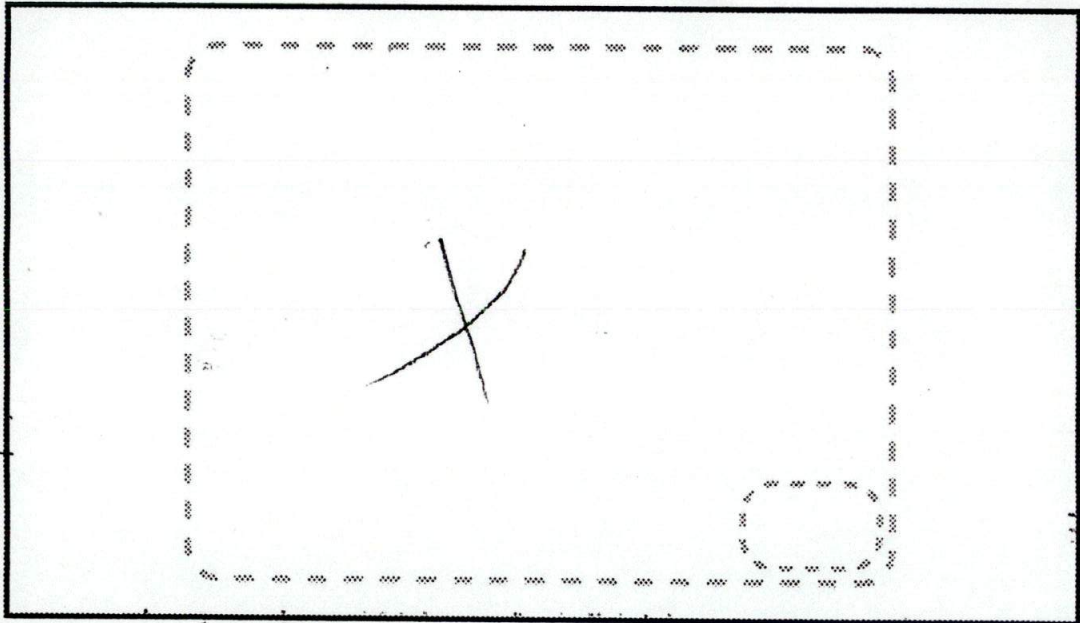


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

— "FLESH" STARTS PEEELING DOWN

Timing:

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# ADVENTURE TIME



Page **252**  
day night

Sc.	Pnl.	Bg.	day	night

Sc.	Bg.	day	night
<b>192 CONT</b>			

Dialog:

Action:

Timing:

— AS ALL THE FLESH COMES OFF  
— FLUFFY WHITE BODIES  
(LIKE DANDELION)

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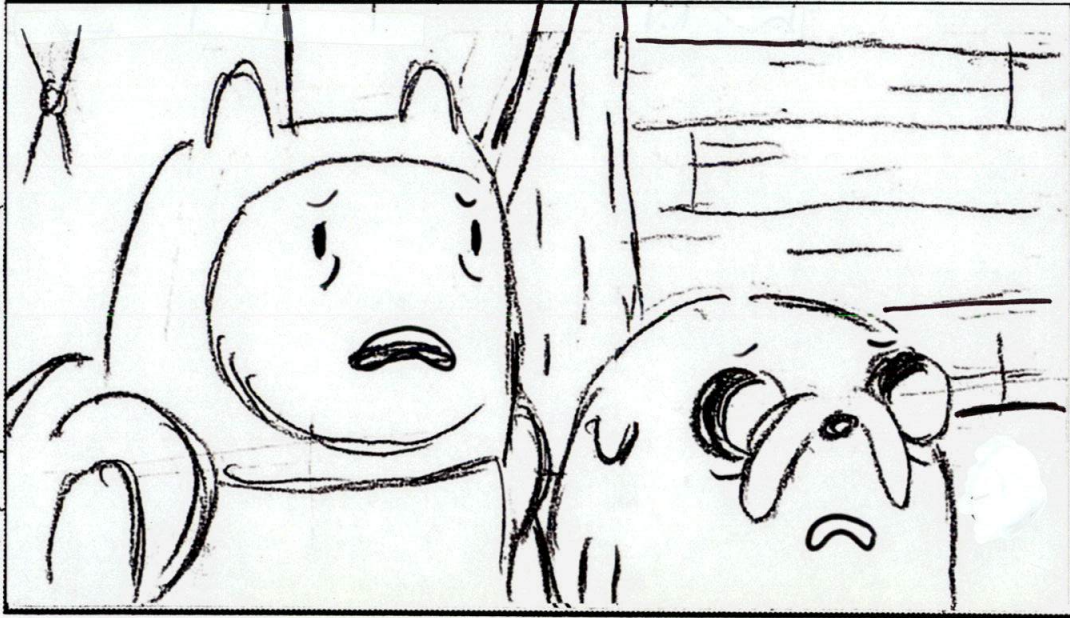
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# ADVENTURE TIME

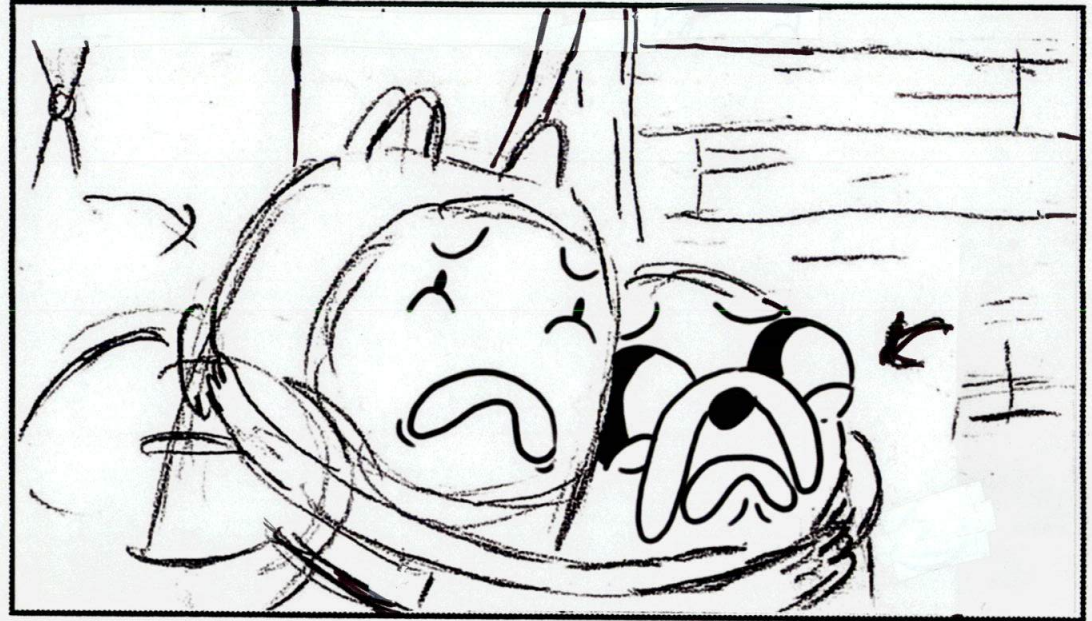


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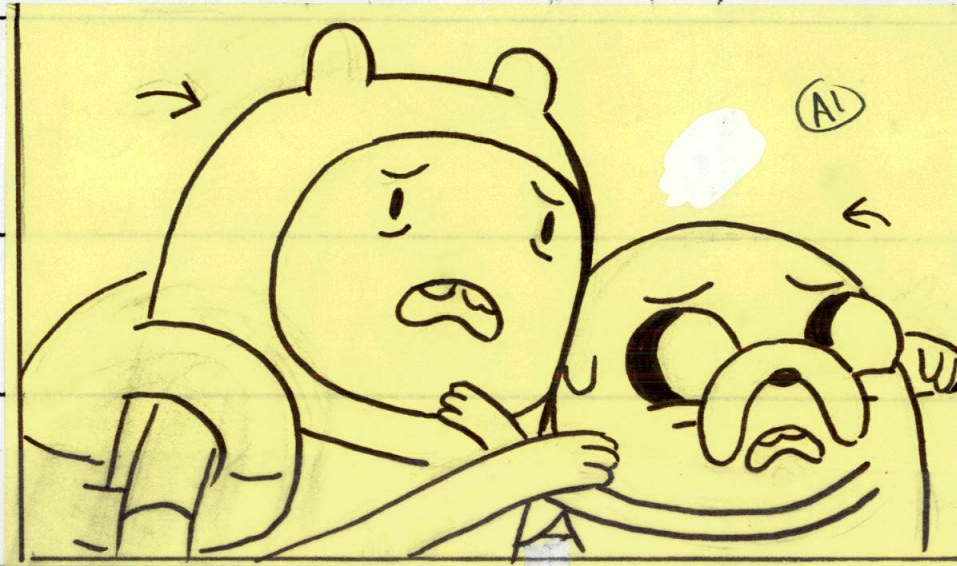
Sc. **193** Pnl. **A** Bg. day night



Sc. **193 cont** Pnl. **B** Bg. day night



Dialog:
Action:
Timing:



(F+J): (whimper)

- F+J HUG EACH OTHER.

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ADVENTURE TIME



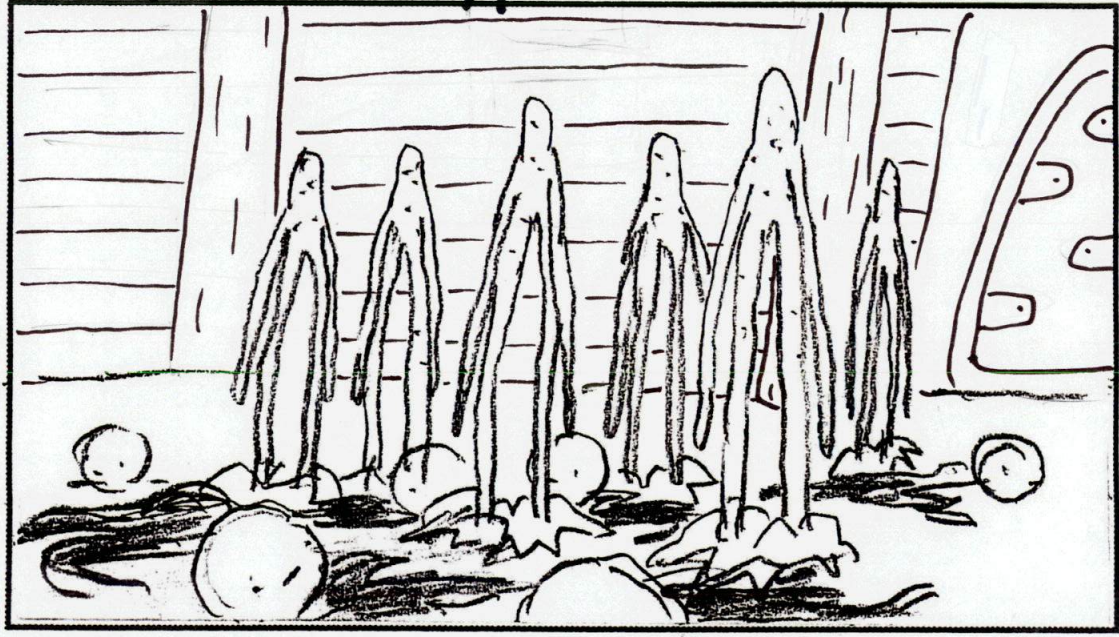
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Sc. **194**

Pnl. **A**

Bg.

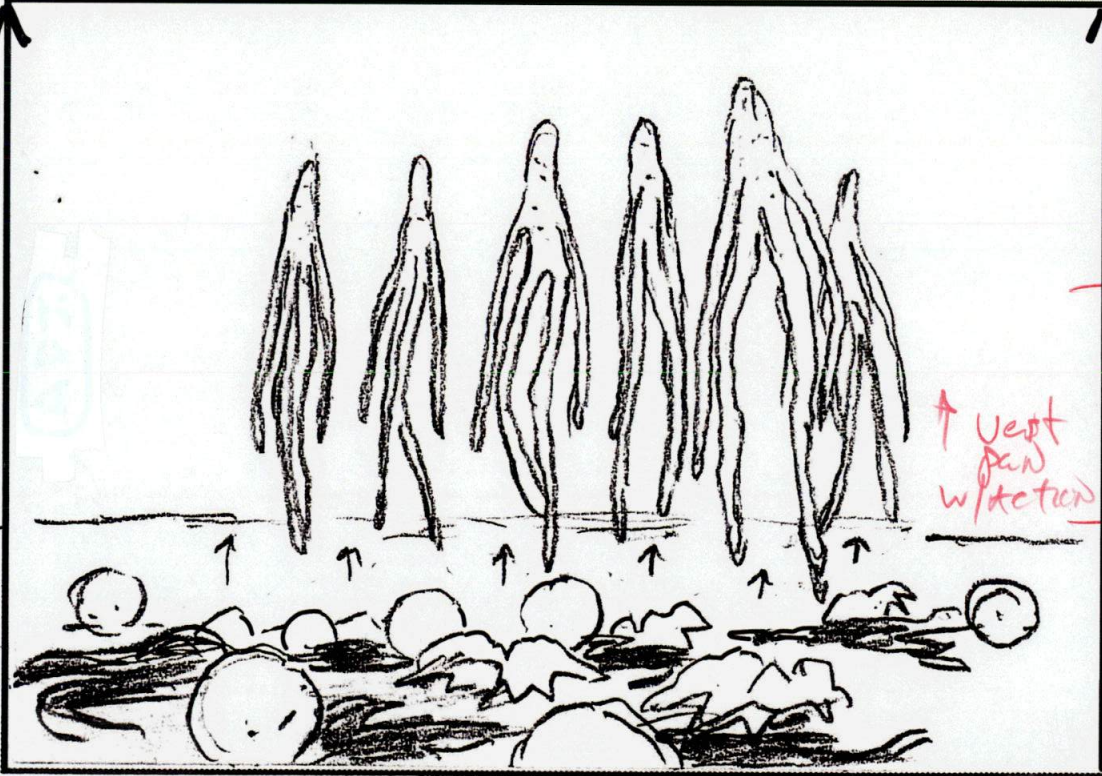
day night



Sc. **194 cont**

Bg.

day night



Dialog:

Action:

- GIRLS LEVITATE SLOWLY, CUSHION TO A STOP.

Timing:

- CAM ADJ. W/GIRLS

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# ADVENTURE TIME



Sc. 194 CONT

Q

Bg.

day night

Sc.

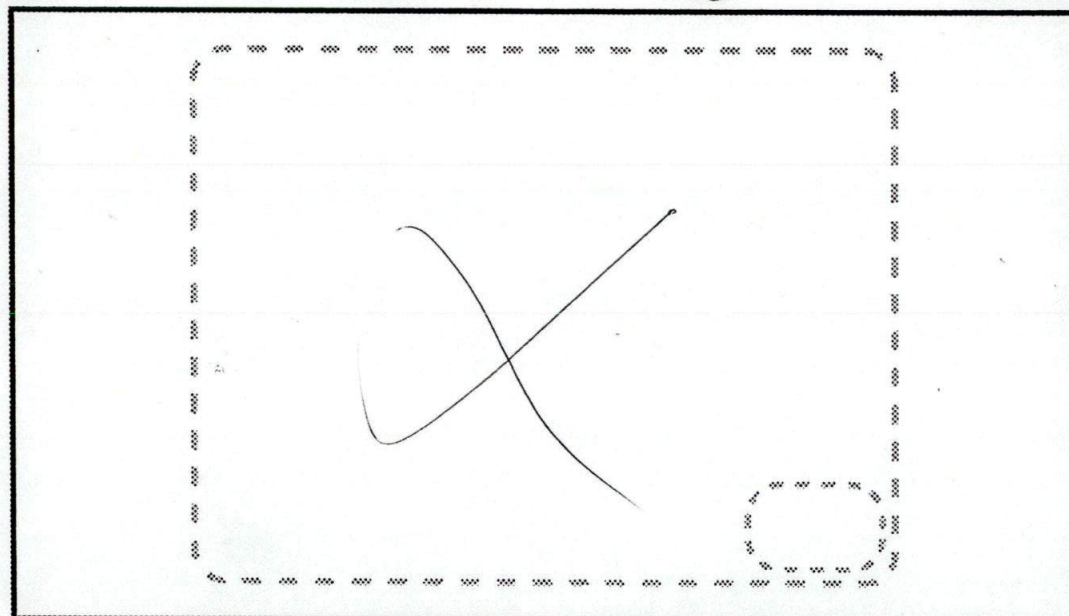
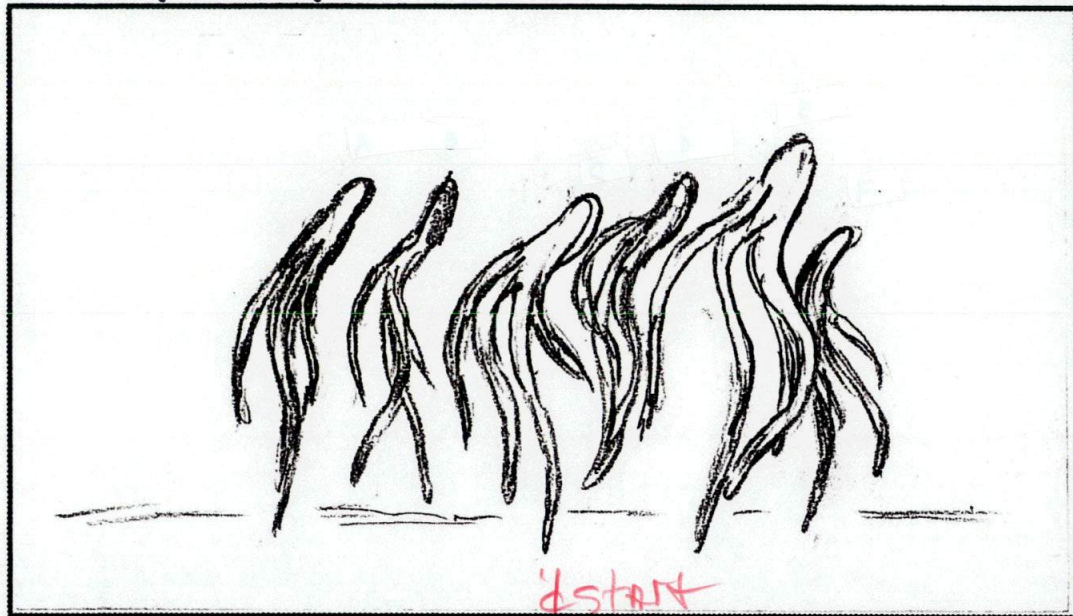
Pnl.

Bg.

Page

255

day night



Dialog:

Pan w/ action  
→

Action:

- TURN

Timing:

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Production:

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Sc. 194 cont

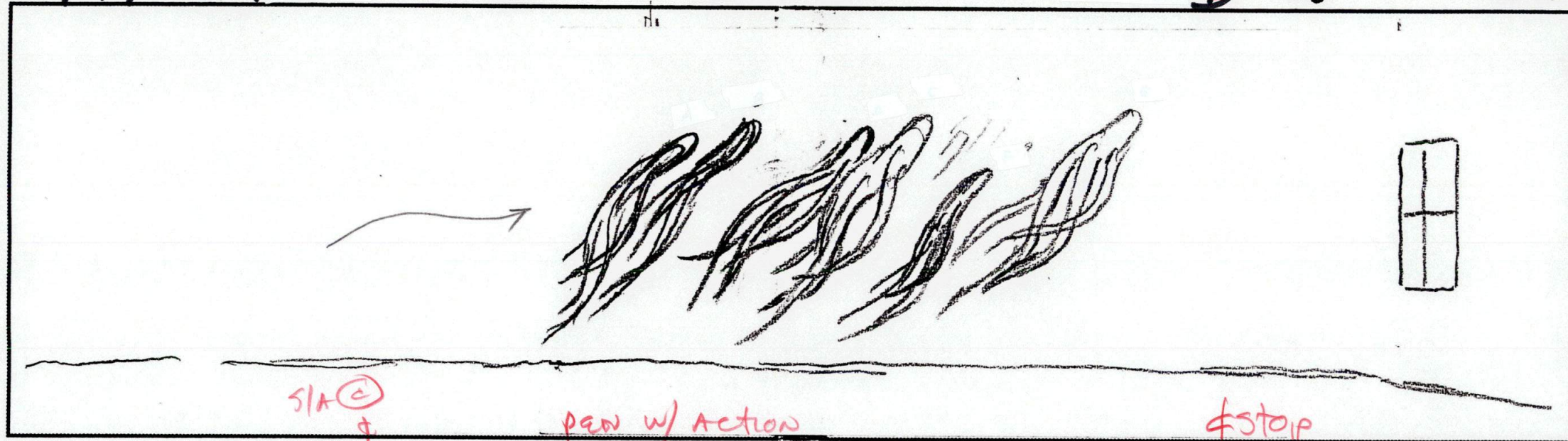
Bg.

day night

Sc.

D

Bg.



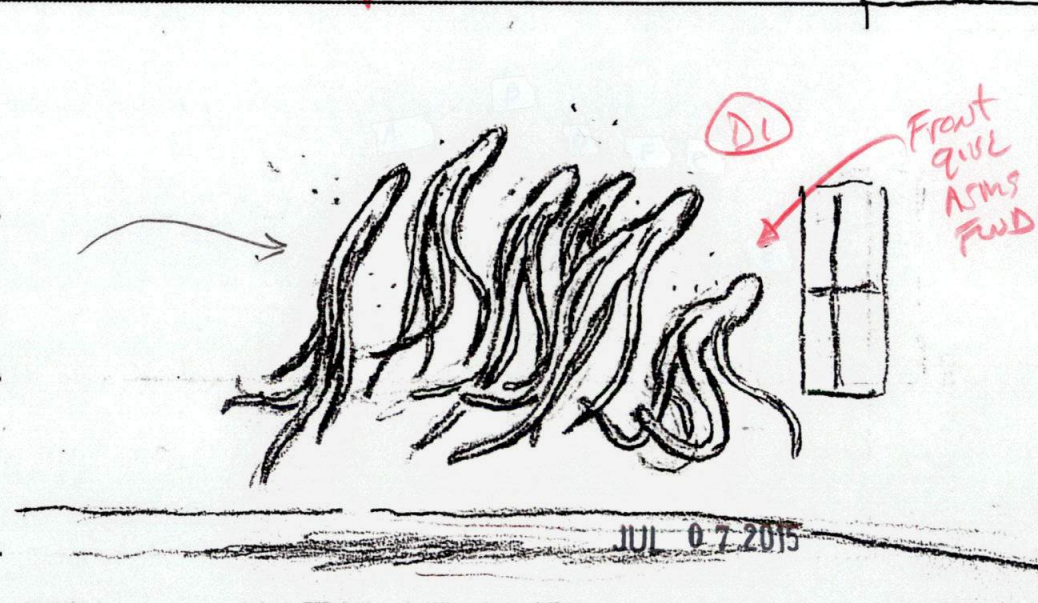
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Dialog:

Action:

- FLOAT OVER TO WINDOW

Timing:



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# ADVENTURE TIME



Sc. 195

other girl

Pnl. A

Bg.

day night

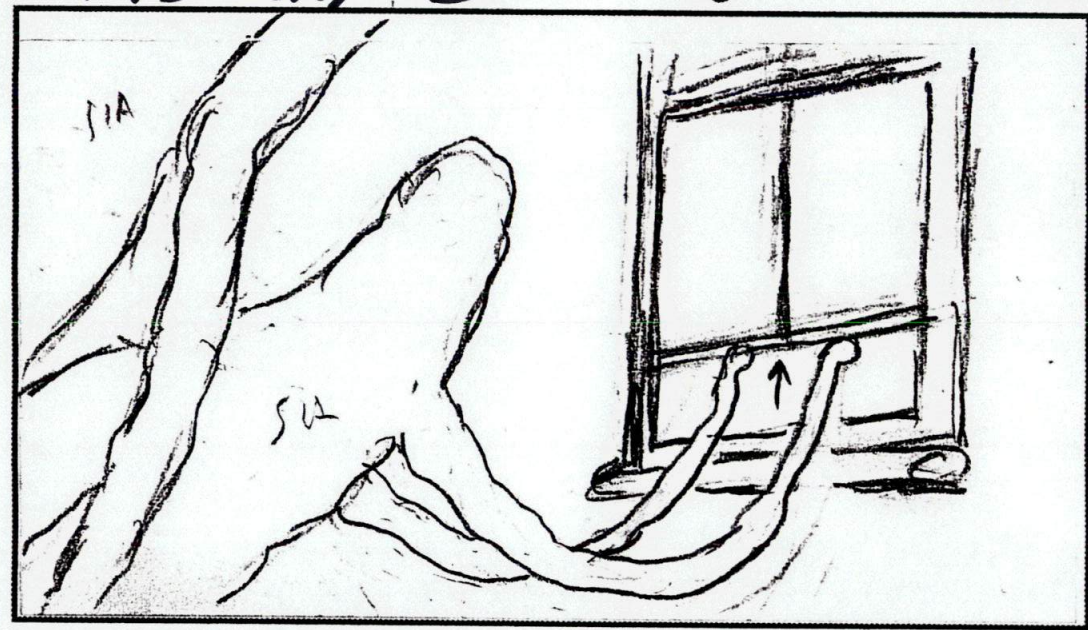


Sc. 195 cont Pnl. B

Bg.

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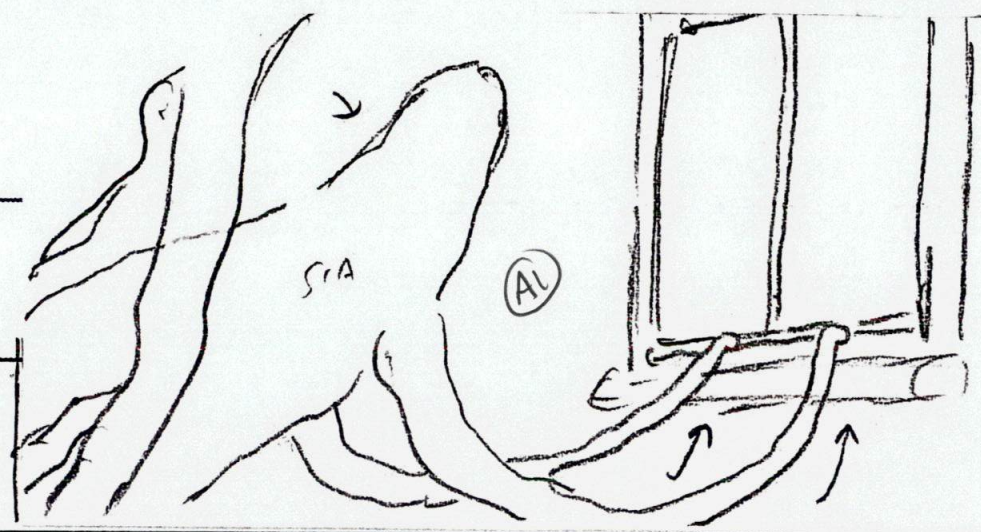
day night



Dialog:

Action:

Timing:



SFX : \* WIND \*

- OPENS WINDOW

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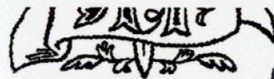
EPISODE # 1034-220

Production:

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Sc. 195 CONT Pnl. C

Bg.

day night



Sc. 195 CONT Pnl. D

Bg.

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day night



Dialog:

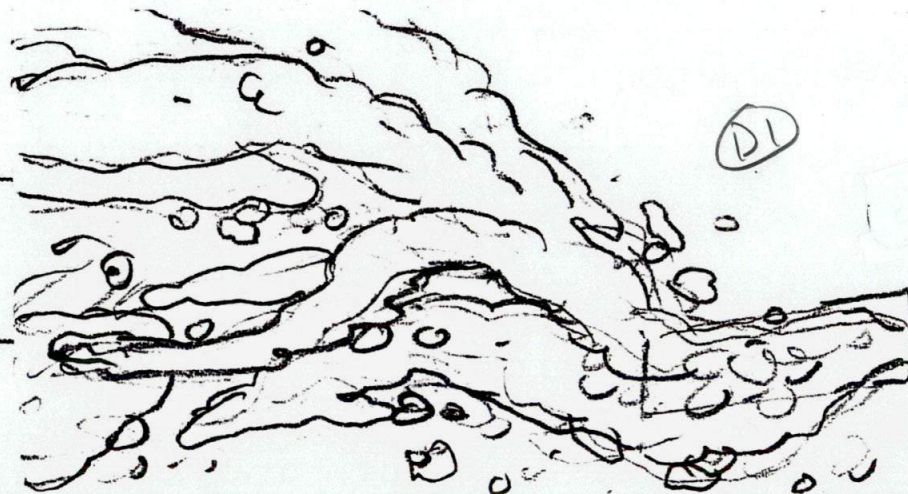
SFX: \* WIND \*

Action:

— WIND STARTS TO PULL  
CREATURES OUT WINDOW/  
BODIES BREAK APART

Timing:

LIKE DANDYON S



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Production:

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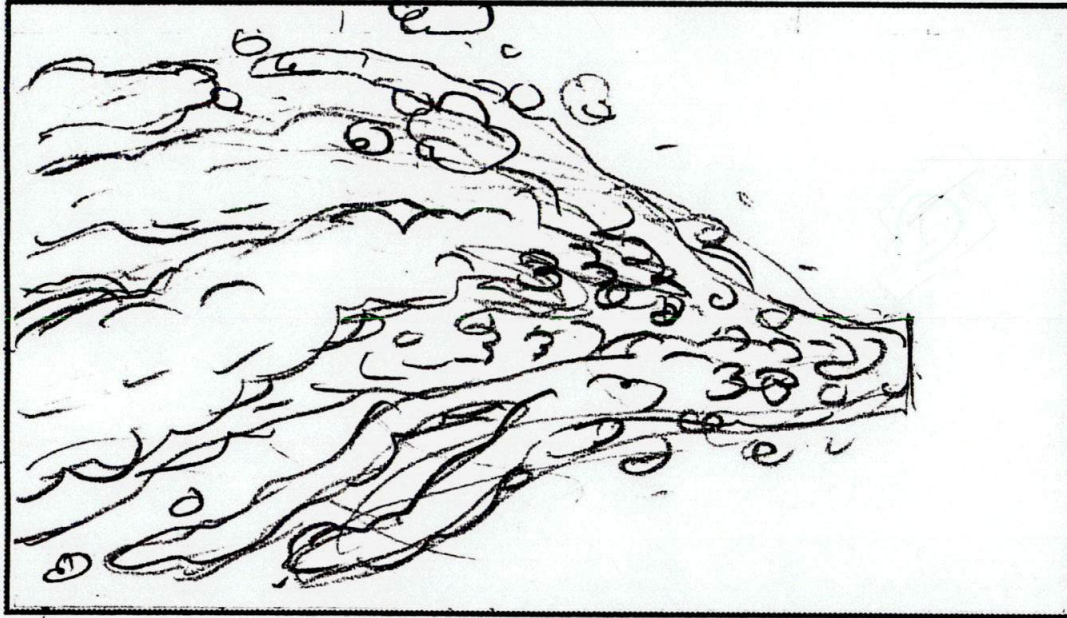
# ADVENTURE TIME



Sc. **195 CONT** Pnl. **E**

Bg.

day night



Sc. **196**

Pnl. **A**

Bg.

Page **259**  
day night



Dialog:

Action:

Timing:



- EU
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Production:

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Sc. **196 cont** Pnl. **B**

Bg.

day night

Sc. **196 cont** Pnl. **C**

Bg.

day night



<p><b>Dialog:</b></p> <p><u>GIRLS</u>: [ GIGGLING ON THE WIND ]</p> <p>F. ground spores gain two sc</p>	
<p><b>Action:</b></p> <p>NUB EXPLODES INTO DANDYMAN SPORES</p>	
<p><b>Timing:</b></p> <p>JUL 07 2015</p>	

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# ADVENTURE TIME



Sc. 197

Pnl. A

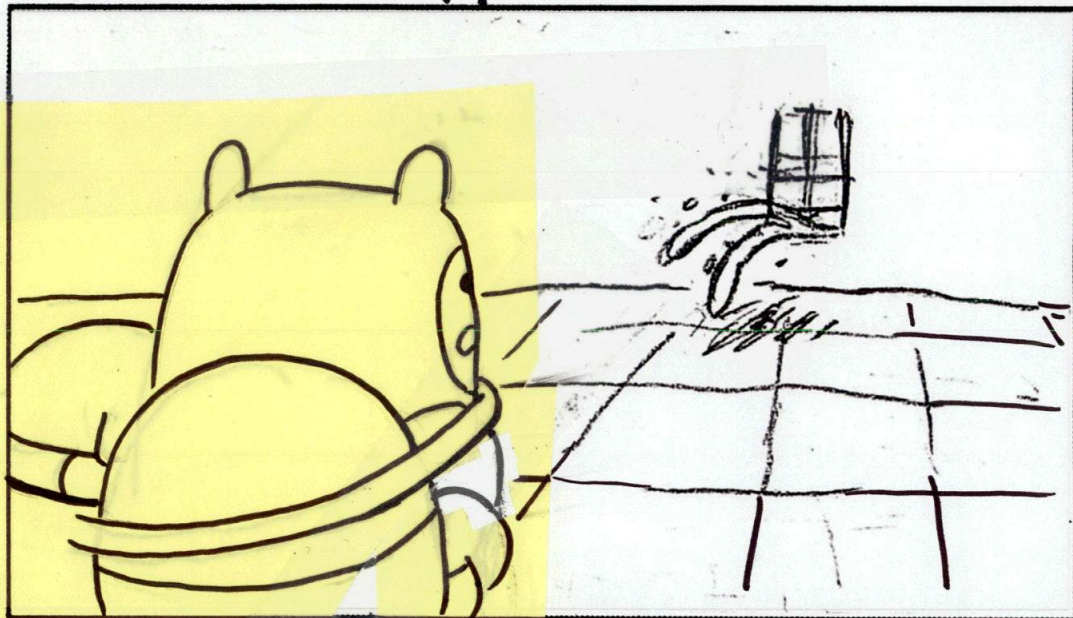
Bg.

day night

Sc. 197 cont Pnl. B

Bg.

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day night



Dialog:

SFX: \* WIND STOPS \*

Action:

- LAST OF CREATURES  
BLOWS OUT WINDOW  
- SOME DUST FLUTS TO GROUND

Timing:

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(BI)

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# ADVENTURE TIME



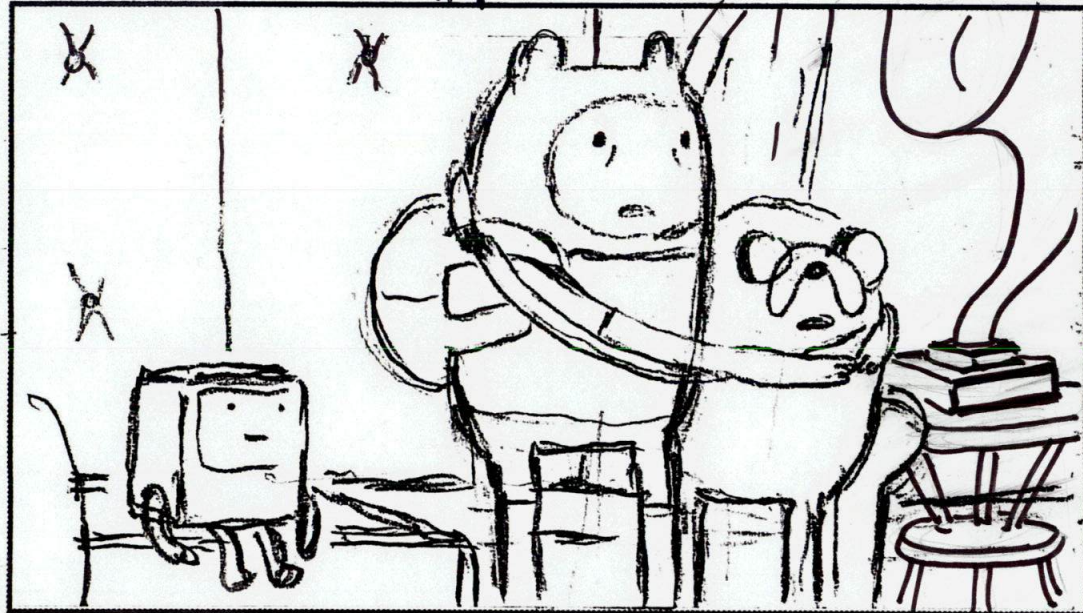
Page **262**  
day night

Sc. **198**

Pnl. **A**

Bg.

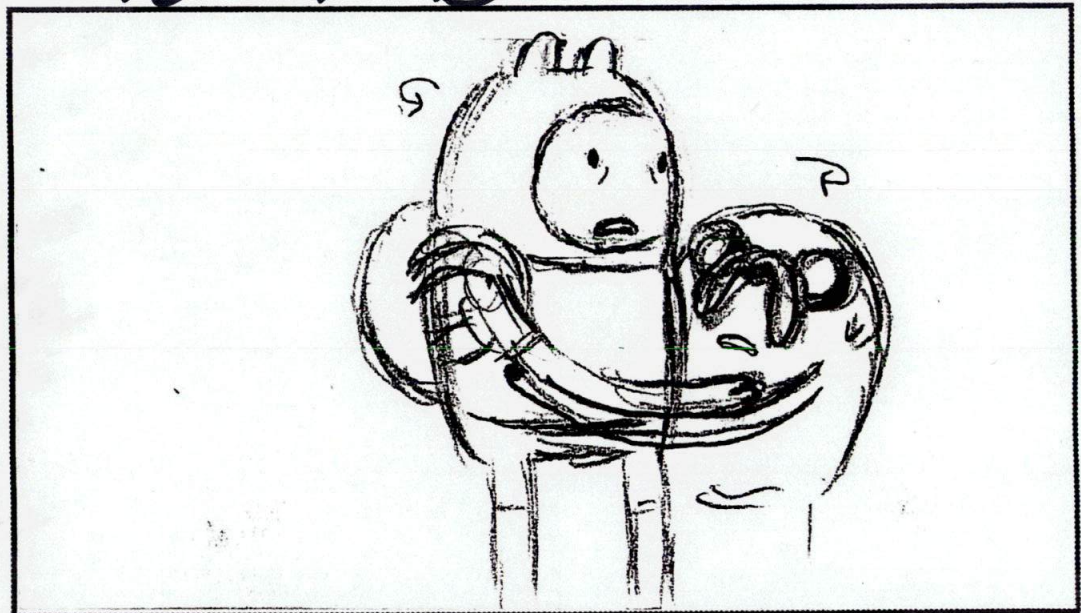
day night



Sc. **198 cont** Pnl. **B**

Bg.

day night



Dialog:

(F) (SLOW, SHELL-SHOCKED) WHAT THE  
JUNK WAS THAT ...

Action:

-F + J TURN TO LOOK AT EACH OTHER SLOWLY.

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Timing:

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# ADVENTURE TIME



Sc. 198 CONT Pnl. C

Bg.

day night

Sc. 199

Pnl.

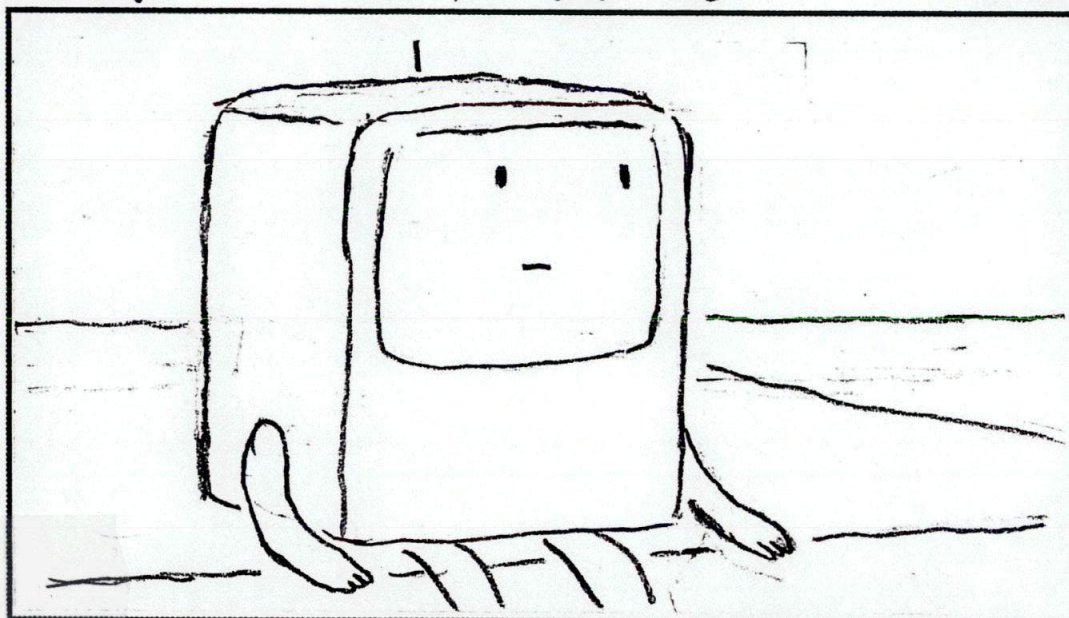
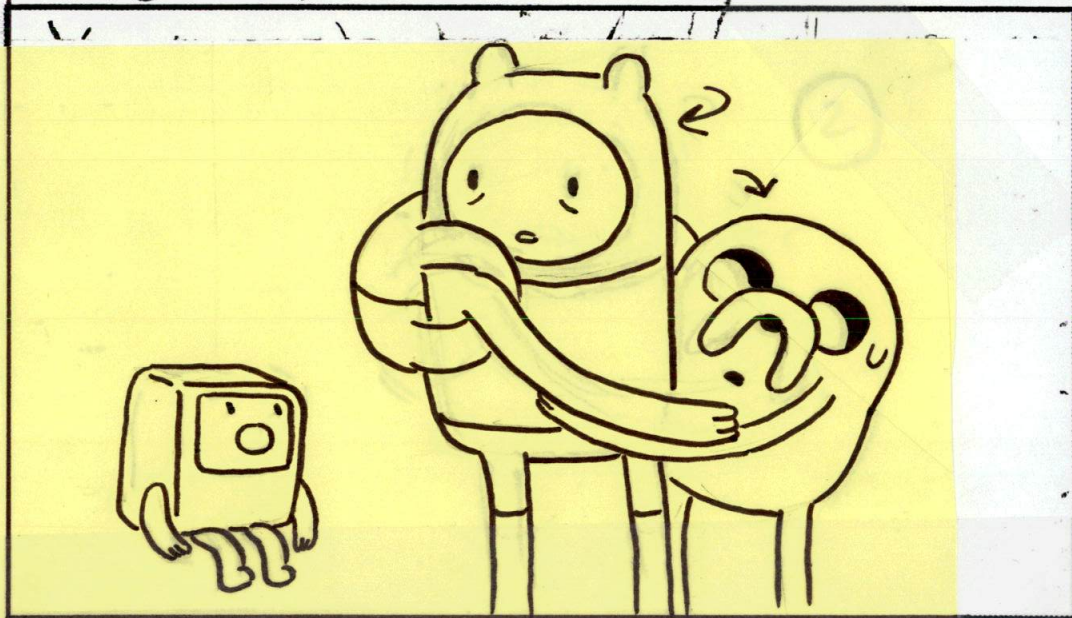
A

Bg.

Page

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day night



Dialog:

BMO: WEE! I THINK IT WAS ---

(BEAT)

Action:

- F + J TURN TO  
LOOK AT BMO

JUL 07 2015

Timing:

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# ADVENTURE TIME

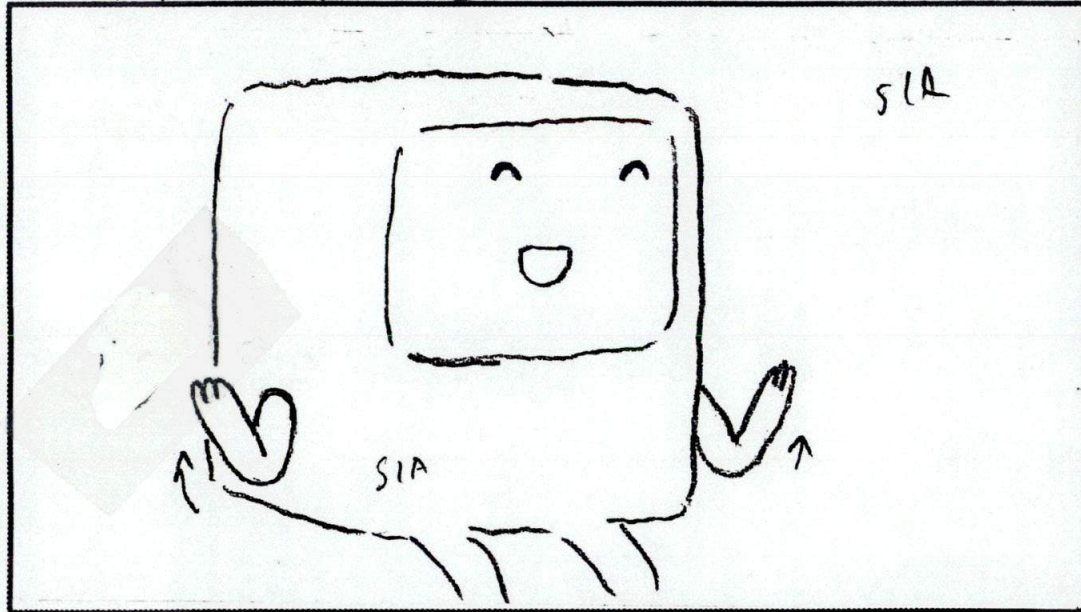


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Sc. 199 cont Pnl. B

Bg.

day night

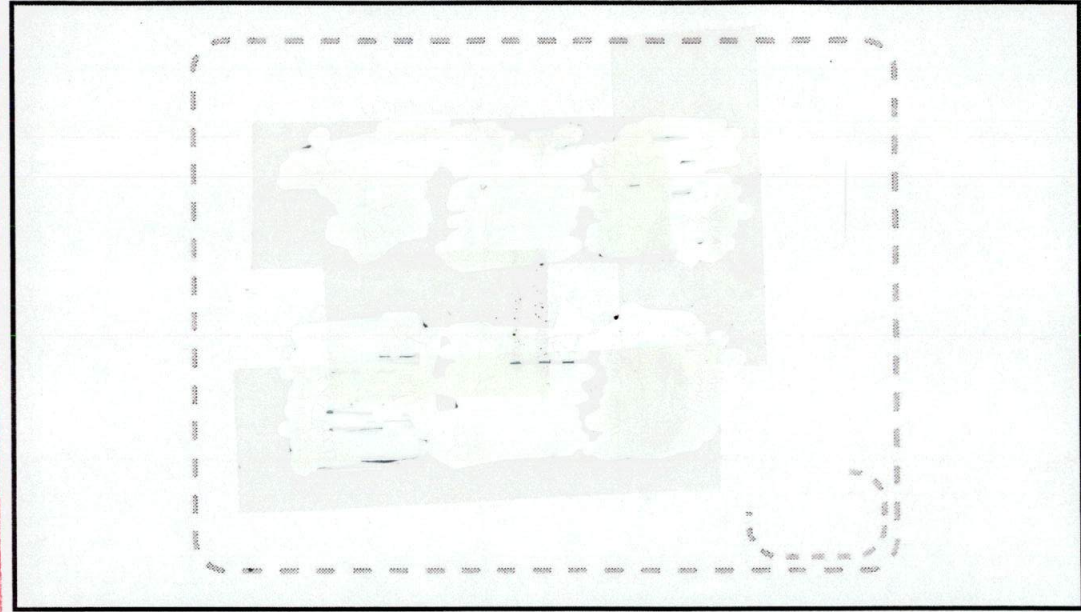


Sc.

Pnl.

Bg.

day night



Dialog:

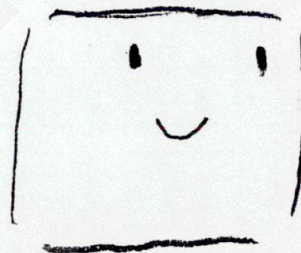
(BMO) BEAUTIFUL .

(B1)

(EOP)

Action:

Timing:



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